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MEGA-CD



FLASHBACK!



TINY TOONS!



FINAL FIGHT!



X-MEN™ X-CLUSIVE REVIEW INSIDE!

INSIDE!

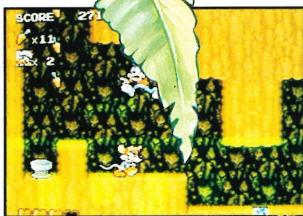
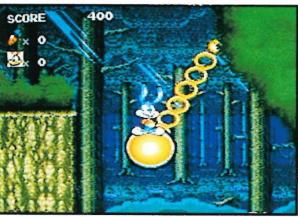
- GIANT FLASHBACK REVIEW!
- TINY TOONS-BUNNY BONANZA!
- FINAL FIGHT ON MEGA-CD!
- KING OF THE MONSTERS!
- SPOT THE COOL DUDE!
- CAPTAIN PLANET! BATTLE TOADS! CYBORG JUSTICE! AND MORE!



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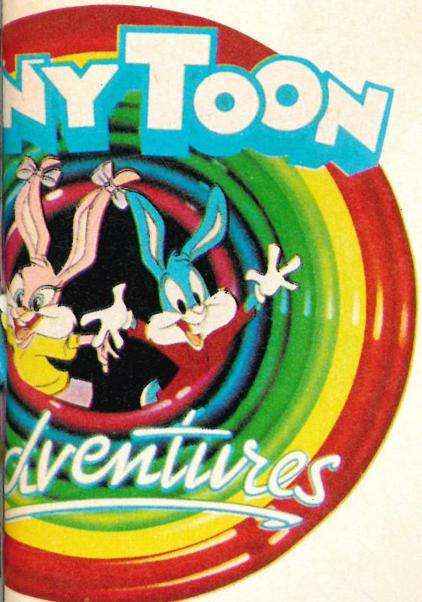
The Fearless Foursome are back! Shredder has taken control of the mysterious Hyperstone and miniaturized New York City. Can our heroes defeat him again? C

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WIN THIS.....



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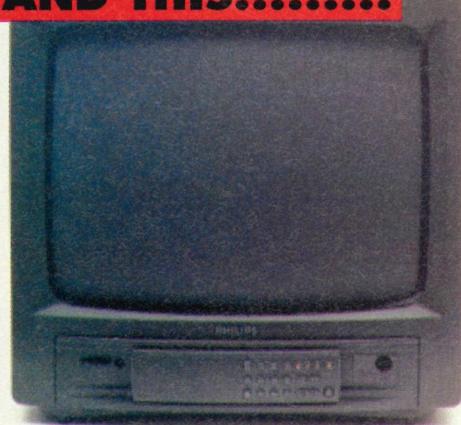
72 NIGHT TRAP

Scantly-clad young ladies in two-disc Mega-CD frolics! And there are lots of scantly-clad young ladies in it too! Phwoooaar!

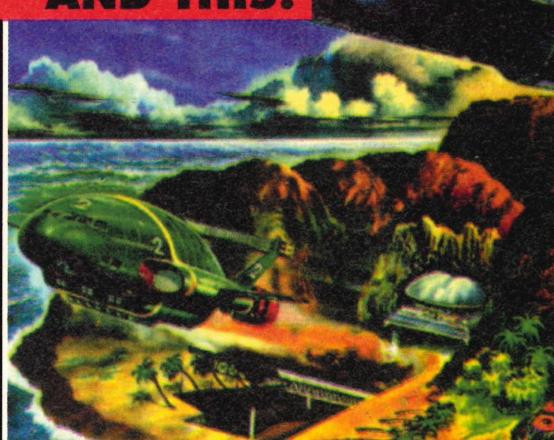
84 FINAL FIGHT

The beat 'em up classic hits CD - and hard! MegaTech tackles it head on and emerges bruised, battered and beaming.

AND THIS.....



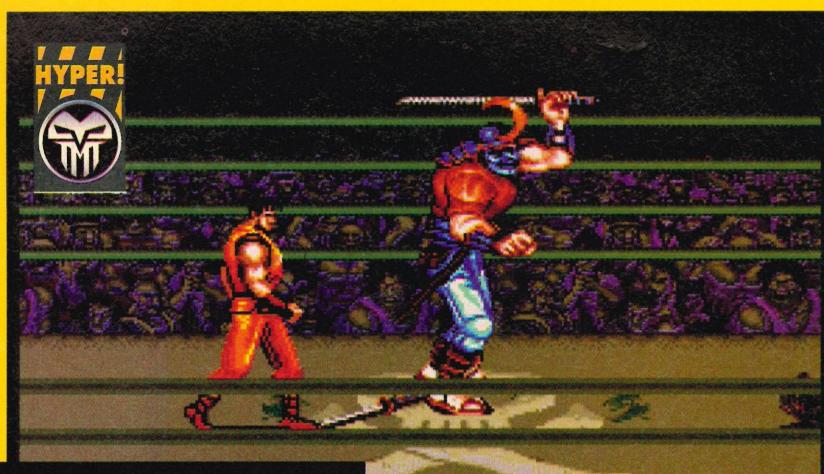
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▲ The highly fabulous Flashback!



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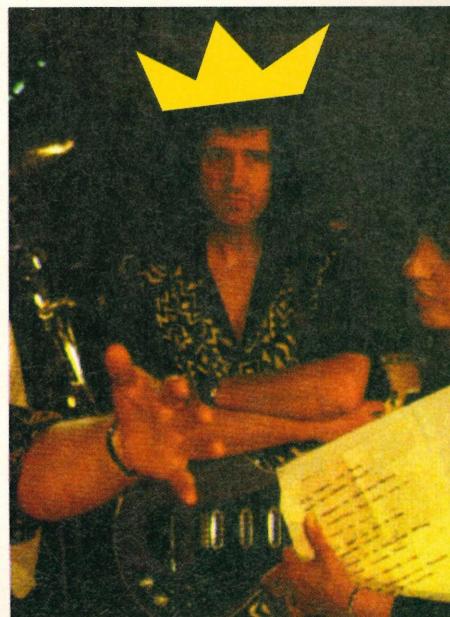
THANKS THIS MONTH TO
Marvel Comics for all their help with the
X-Men. Buy Marvel Comics, everybody.
They're great.
Fraser Gray for his good ideas.

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STT

Return of the (alleged) Proverbs
"He who sups with the devil should have
a long spoon." (Trad)

WELCOME TO THE ALL-NEW MEGATECH



The Queen* Introduces the All-New MegaTech

You know, for a woman in my position with a busy schedule of tea appointments with world leaders and stuff like that, it's absolutely vital to my sanity for me to find the time to relax, let my hair down and enjoy a good Megadrive game.

Of course, with all those Prime Ministers and foreign monarchs simply queuing up at the door, it's difficult to keep up to date with the latest developments and track down the best in Megadrive

entertainment. This is where those loyal fellows at MegaTech have served me so well in the past, with their superlative news, reviews and playing tips, and they have asked me to "raise the curtain" on their new, improved magazine.

Usually I would say this is a great honour, but, to be honest, it isn't, and the only reason I got out of bed to do it was that they promised me a copy of Streets of Rage II.

Anyway, it's bigger (116 pages), better (loads of new sections, more news and previews and some smart redesigning) and, well, they seem very pleased with it and apparently they hope you like it too.

So, it's back to bed for me, and over the page for you lot. See you next Christmas.

Love and kisses,

The Queen.

*Not THE Queen, of course. Just someone who cropped up in our 'Queen' files. Actually, she's Queen Elizabeth of... er... Pluto, yeah that's right. Yeah, Pluto. And everyone on Pluto looks like Brian May, so it's not just a cheap way to get your attention.

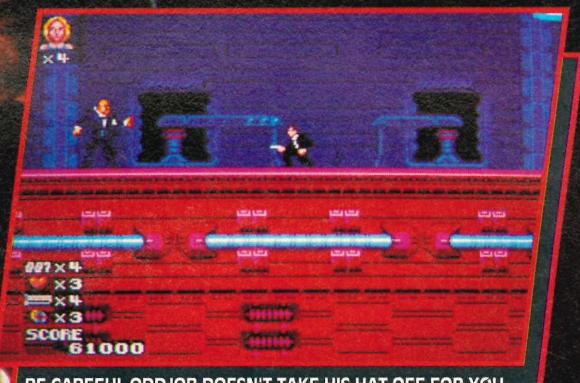
HE'S BACK.. JAMES BOND

007TM

In THE DUEL



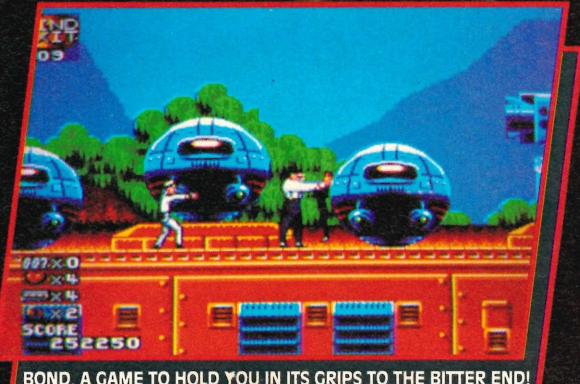
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BOND, A GAME TO HOLD YOU IN ITS GRIPS TO THE BITTER END!

**SEGA
MEGA DRIVE**

DOMARK

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MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK



RED HOT! STREETFIGHTER II - FIRST PICS!

See and believe! Physical evidence that Streetfighter II IS definitely coming to the Megadrive.

Just check out these pictures! Look at the giant sprites, look at the fantastic backdrops, look at the colours. Who would have thought that it could look so good. Everything's there, all the characters, the full complement



of moves and the background crowd animation. What's more, it has finally been confirmed that this is a conversion of Capcom's updated Championship Edition game. That means the four final boss characters can be controlled and identical

characters can be pitted against each other. The game will be released in Japan simultaneously with Sega's six-button joypad this June. With 16 megs of game behind it, this is the big one. Stay tuned.



A ROCKET-POWERED MOUSE??!

Keeping up the pace of their Megadrive releases, Konami are working hard on the fourth of their Sega games, Rocket Knight Adventures. The hero behind this game is a mouse called 'Sparkster' whose world has been attacked by a vicious army of alien pigs. Armed only with a sword and a rocket pack Sparkster has to negotiate a sideways-scrolling platform environment battling against all manner of bizarre war machines like tanks, cars and scout walkers all filled to the brim with baddy pigs. Similar to Ghouls 'N'

Ghosts in looks and gameplay, Rocket Knight Adventures' most novel feature is the variety of attacks that Sparkster can perform, from a rocket-powered running dash and a diagonal flying attack, to a rotational rocket attack that destroys oncoming enemies. He can even dangle from trees by his tail. No release date has been set for this game, but you can guarantee that we'll get our hands on it as soon as possible and then you'll get that full MegaTech lowdown.



COTTON SOCKS IT TO 'EM!

During the spring of 1991 the arcade world saw the release of Cotton, a sideways scrolling shoot 'em up from Sega. Although a massive hit over in Japan, the game sunk without a trace over here. So, what does all this have to do with the Megadrive then? Well over in Japan, developers Success are currently working on a Megadrive version of the game. However, unlike its coin-op counterpart,

Panorama Cotton as the game will be known, is in fact a 3D shoot 'em up viewed from a similar perspective to that of Space Harrier.

Unlike most shoot 'em ups where the main sprite is a spacecraft, Cotton is in fact a little witch on a broomstick. Aided by her little fairy buddy Silk, who flies around her killing baddies, Cotton is up against an evil demon who is attacking the Fairy Kingdom. It seems that this rotten demon has been burning the willow trees and using the foul fumes that this burning produces to take control of the Fairies.

What this means is a variety of baddy-infested levels as Cotton journeys from the Fairy Kingdom to the very bowels of Hell. As well as using normal shooting attacks and explosive spells, Cotton can also perform mid-air somersaults to avoid enemies. From the pictures we've seen, Panorama Cotton looks incredible. If the game moves as well as it looks this could really be something special. At present there's no release date fixed for this 8 Meg cart, but as soon as we know more, so will you.





FOUR PLAYER FOOTBALL

May sees the start of the official Japanese football season and to mark this occasion Sega (who are sponsoring the event) are set to release a game based around the Japanese professional soccer league. J League Pro-Striker features 10 real Japanese football teams including the likes of the Red Diamonds and JEF United (which is incidentally the name of European Club Soccer over in Japan).

As well as the regular exhibition matches, you can also take part in a 4 or 8 team tournament or even the '93 J League Championship itself. On top of various optional weather conditions, such as snow or rain, there's also a team editor option which allows you to create your own team and save it onto battery back-up.

Particular attention has been spent on creating realistically-moving sprites and the programmers have enlisted the help of JEF United themselves to find out how to make it more realistic. The players can perform a variety of moves such as instep kicks, jumping volleys and overhead kicks. There's even an instant replay feature so you can watch a particularly dazzling display of skill over and over again.

However, the most novel feature of J League Pro-Striker is the fact that up to four people can play the game simultaneously. Through the use of the soon-to-be-released four-player adaptor, known as the SEGATAP, four players can join in a game of soccer, with two players per team. Smart hey! Unfortunately, there is no fixed released date for the SEGATAP, but with four-player Gauntlet on the way and the 8-Meg J League Pro-Striker set for release at the end of April, it can't be too far on the horizon. As ever, we'll keep you informed.



THE MEGADRIVE 2 IS COMING!

Rumours aplenty have been circulating about Sega's big plan to redesign the Megadrive and Mega-CD, but at present they are remaining tight-lipped on the subject. Well, here at MegaTech we've managed to turf up some of the latest dirt on this most closely guarded secret.

For starters we can set your minds at rest by telling you that the Megadrive 2 and Mega-CD 2 will basically be the same as the old machines. The main differences are mainly cosmetic and are intended to lower the price of the machines making them a far more competitive purchase against the Super Famicom.

The Megadrive 2 will be a much smaller, squarer machine and will no longer sport a volume control knob, Megamodem



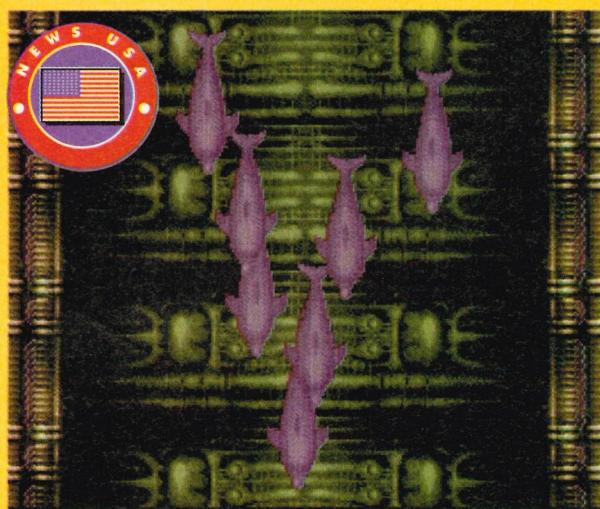
connection (this is absent from British Megadrives anyway) or headphone socket. What this means with regards to the stereo output is unclear, but it is possible that the machine may now have a phono output. What's more, the control pad for the new machine will be Sega's six-button fighting pad. Cool or what!

At present the official price for a Megadrive in Japan is around 21,000 Yen (about £122), however the new-look machine is expected to sell for about 7,000 Yen less, bringing its price down to the equivalent of £81. That's the official price anyway. When you consider that at present Megadrives are sold in Japanese discount stores for about 10,000 Yen (£58), then we could be looking at a serious price fall for Sega's 16-bit machine, at least in Japan.

The Mega-CD 2 will be released simultaneously with the Megadrive 2 and in order to lower the price of the machine it seems likely that it will be top-loading. Rumour has it that the new Mega-CD may be 20,000 Yen cheaper than the existing model. This means that it will be possible to buy both the Japanese Megadrive 2 and Mega-CD 2 as a set for less than 45,000 Yen. That's roughly equivalent to £260, which is less than the British Mega-CD on its own.

Although there is no news of an upcoming British release for these cheaper machines, the word on the grapevine is that the Japanese models are set for an imminent release. Of course, we'll show you what they look like as soon as we get a look at them ourselves.





NEWS FROM THE STATES

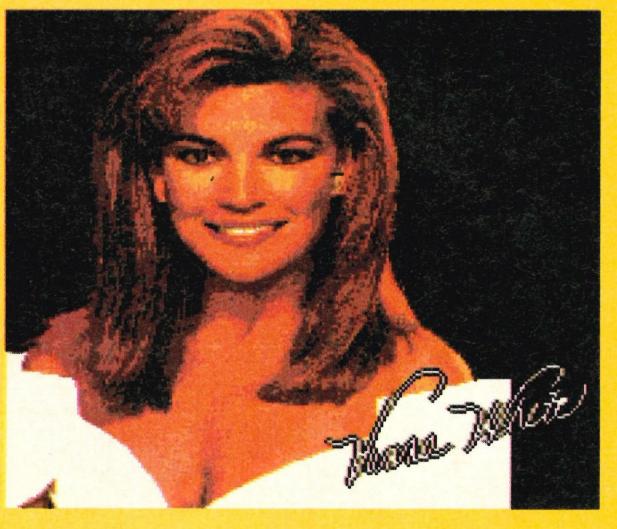
Coming this summer for the Sega-CD is a flight simulator from LucasArts based on the Star Wars movies. *Rebel Assault* features 15 levels of behind-the-yoke action as you negotiate your X-Wing through swarms of tie-fighters and onto an assault of the Death Star.

Ecco The Dolphin will be making his/ her/ its way onto the Sega-CD. The game will be the same as the Megadrive version, but will feature full-motion video of the dolphin as well as digitized fish sounds throughout.

Wheel Of Fortune is being converted onto the Sega-CD by Sony Imagesoft. It was complete crap on cartridge, but at least this version will have the advantage of real film footage of luscious hostess Vana White and not the sad, crippled sprite that the Megadrive version sported.

What is it with gameshow conversions? Top American gameshow *Jeopardy* will be released on Sega-CD. This is the gameshow where your host with the most, Alex Trebeck, gives the contestants answers and they have to guess at the questions. Perhaps one of the answers should be, 'Boring farts!' and the question could be, 'Who honestly wants to play this?'.

Make My Video has been joined by yet another

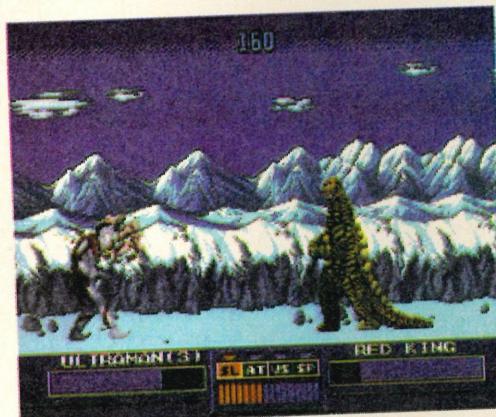


A HARD STICK!

Finally Sega have come up with a replacement for their competition-beating Power Stick joystick. Meet the new Sega Mega Stick, the latest and greatest peripheral in Joystick-land. Similar in style to the now ageing Powerstick, the Mega Stick is far smaller and heavier than its predecessor. Instead of the old rapid-fire buttons and single rapid-fire speed-control of the Powerstick, the Mega Stick features separate turbo-speed knobs for each fire button. Not only is the Mega Stick far superior to the Powerstick, it's also ten pounds cheaper. At only £24.99, the Mega Stick really is pretty good value for the best Megadrive joystick around and well worth the asking price.



RUBBER ACTION!



Just released on the Megadrive in Japan is *Ultraman*, a straight conversion of Bandai's Super Famicom one-on-one beat 'em up. Based around the adventures of the popular giant Japanese superhero, this 4 Meg game finds the spandex-clad hero in mortal combat with 10 of his age-old foes such as Red King, Gomla, Bemla and Zetton. While this might all sound incredibly exciting to your average Japanese TV-junkie, the whole Ultraman thing is basically a bit of a non-event over here in good old Blighty. To us they are no more than tacky rubber monsters battling amongst miniature sets. Still, the Super Famicom game, although incredibly corny, was actually quite a laugh and it looks like the Megadrive version could follow suit. As soon as we get our rubber paws on this game we'll give it the full eye-beam energy ray (or something like that).

MICRO MACHINES IS BACK

You may recall that in our recent review of *Micro Machines* (MT 15) we stated that the release of the game had been indefinitely postponed due to Sega slapping Codemasters with a court injunction. It seems that Codemasters intended to bypass Sega's marketing agreement and market their own cartridges for themselves and Sega claimed that this was an infringement of their copyright. Well, it seems that the situation has been resolved out of court. Both Codemasters and Sega have struck a licensing deal which allows Codemasters to continue publishing and manufacturing their games for themselves whilst earning Sega's seal of approval. What this means for us punters is that *Micro Machines* will now be released within the next month and a good thing too considering it got a spanking 92%. What's more, Codemasters haven't been idle during their spate of suspended animation. They've actually

revamped the sound of *Micro Machines* which was criticised for being too similar to that of the NES version. And with their next Megadrive game, *The Fantastic Adventures Of Dizzy*, also near completion the future's looking rosy for Codemasters. What a happy ending, eh?



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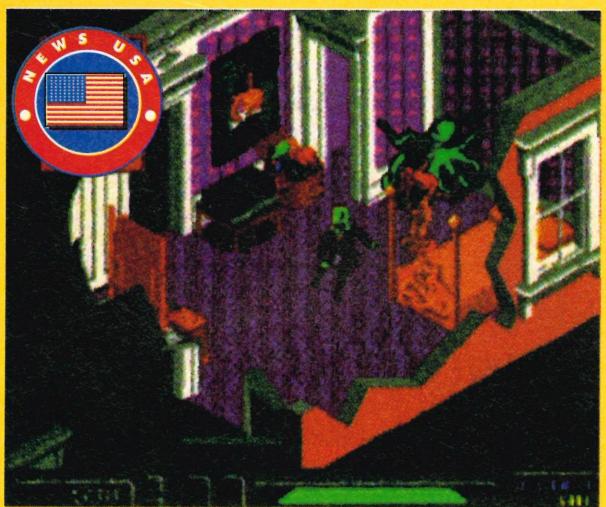
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music-based CD game. Virtual VCR has arrived on the Sega-CD and the first megastar to feature in this series is none other than Prince. How his Diamonds and Pearls album has been turned into an interactive format is a mystery as yet, but seeing as this game is already available in the states, we hope to find out soon.

Thomas The Tank Engine is going to be choosing his way on to the Genesis system this November courtesy of software house T.HQ. No, this isn't a platform game or a shoot 'em up, it's a digitised activity book full of things like colouring pages and puzzles. There's even a train set section.

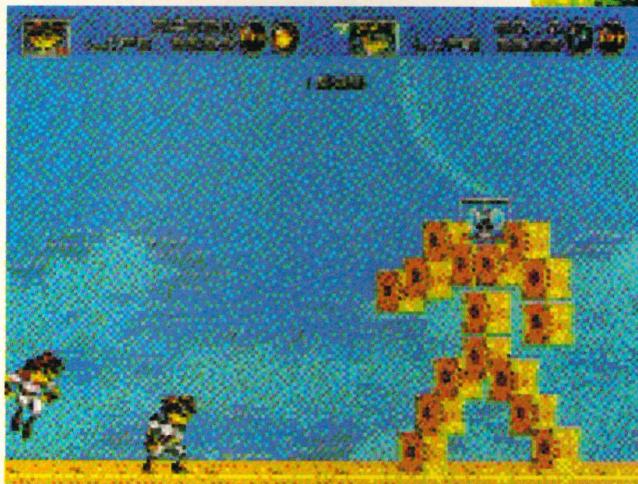
Everyone must be sick of Wayne's World by now, but T.HQ obviously haven't got the message because they're bringing out a Wayne's World game. No way! Yes way! Get lost! Guide Wayne around this sideways-scrolling adventure attacking deadly instruments with your guitar. Oh and don't forget to collect those er, Schwings. Ahem, right.

Finally, Electronic Arts are bringing out an interesting game called Haunting, starring a teenage ghost called Polterguy. It's up to you as Polterguy to scare the horrible Sardini family out of your mansion. This one sounds quite good. Look out for it in these pages sometime in July.



GANGSTER HEROES

Currently under wraps in Japan is a smart looking new two-player shoot 'em up which goes



by the name of Gangster Heroes. The simultaneous two-player action puts you and a pal in the roles of gun-totting heroes as you run across a horizontally-scrolling baddy-filled screen blasting the seven shades of shinola out all and sundry. The speed of this game is alleged to be truly incredible and the enemy bosses are just awesome, with one undergoing seven stages of transformation during the battle. This game looks like it could be a completely mega blast-fest and we'll be keeping at close watch on its progress.



WHAT A CLOWN!

Scheduled for an June release is a Megadrive version of Gremlin's Amiga hit, Harlequin. Following the antics of the crazy clown in question, Harlequin's was a decent enough platform game which saw our hero battling his way through all kinds of weird levels like a giant clocktower or a giant strawberry milkshake. What's more, he used all sorts transportation such as umbrella parachutes, bubbles and even space hoppers. In fact, there was even an underwater section where he turned into a fish. How similar the Megadrive version will be to the original is uncertain, but it seems that the game is to be tied in with famous Eighties pop group Madness and the main character will now sport a bowler hat and walk in that famous Madness kinda way. It all sounds quite interesting and as soon as we find out more you'll be able to read about it in these pages.



MEGAWORLD MEGADRIVE GAMES CHARTS

UK TOP 20 MEGADRIVE GAMES

Provided by Special Reserve, Mail Order Suppliers to the gentry. Last month's positions are in brackets.

| | |
|---------------------------|---------------------------|
| 1. STREETS OF RAGE 2 | by SEGA (2) |
| 2. ECCO THE DOLPHIN | by SEGA (4) |
| 3. PGA TOUR GOLF 2 | by ELECTRONIC ARTS (NE) |
| 4. ROAD RASH | 2 by ELECTRONIC ARTS (NE) |
| 5. SONIC 2 | by SEGA (1) |
| 6. NHLPA '93 ICE HOCKEY | by ELECTRONIC ARTS (10) |
| 7. DESERT STRIKE | by ELECTRONIC ARTS (7) |
| 8. JOHN MADDEN '93 | by ELECTRONIC ARTS (5) |
| 9. SPEEDBALL 2 | by VIRGIN GAMES (20) |
| 10. TERMINATOR 2 | by ACCLAIM (18) |
| 11. MICKEY AND DONALD | by SEGA (3) |
| 12. LEMMINGS | by SEGA (9) |
| 13. ROLO TO THE RESCUE | by ELECTRONIC ARTS (NE) |
| 14. TAZMANIA | by SEGA (NE) |
| 15. LOTUS TURBO CHALLENGE | by ELECTRONIC ARTS (16) |
| 16. THUNDERFORCE 4 | by SEGA (15) |
| 17. UNIVERSAL SOLDIER | by ACCOLADE (NE) |
| 18. WWF WRESTLEMANIA | by FLYING EDGE (8) |
| 19. MEGA GAMES 1 | by SEGA (NE) |
| 20. WINTER GAMES | by ACCOLADE (NE) |

USA TOP 10 GENESIS + SEGA-CD GAMES

| | |
|-------------------------------------|--------------------|
| 1. SONIC 2 | by SEGA |
| 2. JOHN MADDEN '93 | by ELECTRONIC ARTS |
| 3. NFL SPORTS TALK FOOTBALL | by SEGA |
| 4. NHLPA HOCKEY | by ELECTRONIC ARTS |
| 5. WWF WRESTLEMANIA | by FLYING EDGE |
| 6. CAPTAIN AMERICA AND THE AVENGERS | by DATA EAST |
| 7. TAZMANIA | by SEGA |
| 8. EVANDER HOLYFIELD BOXING | by SEGA |
| 9. NIGHT TRAP | by SEGA (CD) |
| 10. SEWER SHARK | by SEGA (CD) |

JAPAN TOP 10 MEGADRIVE + MEGA-CD GAMES

| | |
|---|---------------|
| 1. BARE KNUCKLE II (STREETS OF RAGE 2) | by SEGA |
| 2. PUYO-PUYO | by SEGA |
| 3. YUMI MIMIKKUSU | by GAME ARTS |
| 4. SONIC 2 | by SEGA |
| 5. TOKYO MAHJONGLAND | by GAME ARTS |
| 6. LANDSTALKER | by SEGA |
| 7. I LOVE MICKEY AND DONALD (WORLD OF ILLUSION) | by SEGA |
| 8. SHINNING FORCE | by SEGA |
| 9. AMBITIONS OF CAPCON'S QUIZMASTER | by SIMS (new) |
| 10. EUROPEAN FRONT | by KOEI (new) |





THE MEGAWORLD JAPAN RELEASE SCHEDULE

MEGADRIVE

APRIL

J LEAGUE PRO STRIKER by SEGA
ZO! ZO! ZO! BIG RESCUE STRATEGY by EA VICTOR
BOOGIE WOOGIE BOWLING by VISCO

MAY

CREATION AND DESTRUCTION OF DEMON
HEAVEN by KODANSHA RESEARCH
SNOW BROTHERS by TENGREN
LEGEND OF THE KNIGHTS by KODANSHA
RESEARCH
STORY OF TAIKO by KOEI
EX-RANZER by SEGA

JUNE

SLAPFIGHT by TENGREN

JULY

GOLDEN AXE III by SEGA
GAUNTLET by TENGREN
SUPER SHINOBI 2 by SEGA
DEVIL BUSTER by SIMS
TIME DOMINATOR by VIC TOKAI

AUGUST

BASEBALL '93 by SEGA

MEGA-CD

APRIL
SANGOKUSHI by KOEI
SWITCH by SEGA
RANMA 1/2- WHITE ORCHID LOVE SONG by
MESSIAH

MAY

NIGHT STRIKER by TAITO
PHANTOM CITY by MICRO CABIN
3 x 3 EYES: LEGND OF THE HOLY DEVIL by SEGA
DARK WIZARD: DEMON KNIGHTS OF DARKNESS
REVIVED by SEGA

JUNE

SMILING SALESMAN by SEGA
VAY: ARMOUR OF THE SHOOTING STAR by SIMS
POPPIN LAND by SCHULDWAVE

JULY

F1 CIRCUS CD by NIHON BUSSAN
HISAIKI ISHII'S BIG WORLD OF POLITICS by
SEGA
EYE OF THE BEHOLDER by PONY CANYON
MIGHT AND MAGIC III by CRI

AUGUST

POLYGON GOLF by SIMS

THE MEGAWORLD UK RELEASE SCHEDULE

This schedule for official UK releases is supplied by Sega UK, but like any schedule it may be subject to last minute changes.



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SUPER KICK OFF by US GOLD



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FLINTSTONES by SEGA £39.99
SHINING FORCE by SEGA £49.99
DINOSAURS FOR HIRE by SEGA £39.99
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MIG29 by DOMARK £39.99

£44.99
SUPERMAN by VIRGIN £39.99

MAY

VOTE, VOTE, VOTE AND WIN, WIN, WIN IN THE GOLDEN JOYSTICKS



Yep, it's that time of the year when we join together with our sister mags to hand out medals and stuff to the best games and producers of last year, 1992, but these are the awards that you, the readers vote for.

We've scratched our heads until things fell out of them, to come up with these nominations for the best

Megadrive games in the six categories relevant to our readers and all you have to do is decide which of our nominees is the best in each category and tick the box beside it. It couldn't be simpler, unless you could make marks on paper purely by the power of thought instead of having to use a biro.

For your effort there may also be

some reward (apart from the possibility of seeing your favourite game being rewarded with an auspicious Golden Joystick accolade). From the sack of entries we get, we will be pulling out one voting form and the sender will then receive five Megadrive games of his or her choice.

In case you were wondering

why Ecco and Streets of Rage aren't in the lists, it's because they came out officially in 1993, and so you'll just have to wait until next year's awards to vote for them.

Don't linger over your votes, though, because we need to get them in by Friday, 7th of May so that we can start sorting them! 'Fank you!

1. BEST CONSOLE SIMULATION

- LHX Attack Chopper
- Road Rash II
- Bulls vs Lakers
- John Madden '93
- Ayrton Senna's Super Monaco GP II

2. BEST LICENSED CONSOLE GAME

- Alien 3
- Terminator
- Terminator II
- Taz-Mania
- Ayrton Senna's Super Monaco GP II

3. BEST ORIGINAL CONSOLE GAME (ie nonlicensed)

- Sonic 2
- Desert Strike
- Dragon's Fury
- Thunderforce IV
- Speedball 2

4. CONSOLE GAME OF THE YEAR

- Sonic 2
- Alien 3
- Thunderforce IV
- Desert Strike
- World of Illusion
- John Madden '93

5. SOFTWARE HOUSE OF THE YEAR

- Sega
- Electronic Arts
- Virgin Games
- Acclaim
- Tengen

6. PROGRAMMERS/DEVELOPMENT TEAM OF THE YEAR

- Electronic Arts
- Sega
- Vectordean (Aquatic Games)
- Probe Software (Terminator, T2, Alien 3)
- Core (Chuck Rock, Corporation)

NAME: _____

ADDRESS: _____

MY CHOICE OF GAMES SHOULD I BE A WINNER: _____

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If you're a regular reader, you'll already know that we always strive to give you the latest and best stuff from the world of Megadrive and Mega-CD gaming. If you're a new MegaTech reader, you won't know that, but let us tell you - we always strive to give you the latest and best stuff from the world of Megadrive and Mega-CD gaming. Get the drift? Good. Anyway, not content with giving you the best Mega-gaming magazine this side of Alpha Centauri, we're going one step further - we're offering you the chance to pick up a selection of smart Megadrive carts for half-price!

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"My God, they must be as mad as plastic frying pans!" we can hear you all exclaiming. But no - we're not a few chips short of a cartridge, we're doing it because we think you lot deserve something special. Let's face it - you've made an excellent choice of magazine, so it's only right and proper that we should go out of our way to reward you by giving you the best deal we can find.

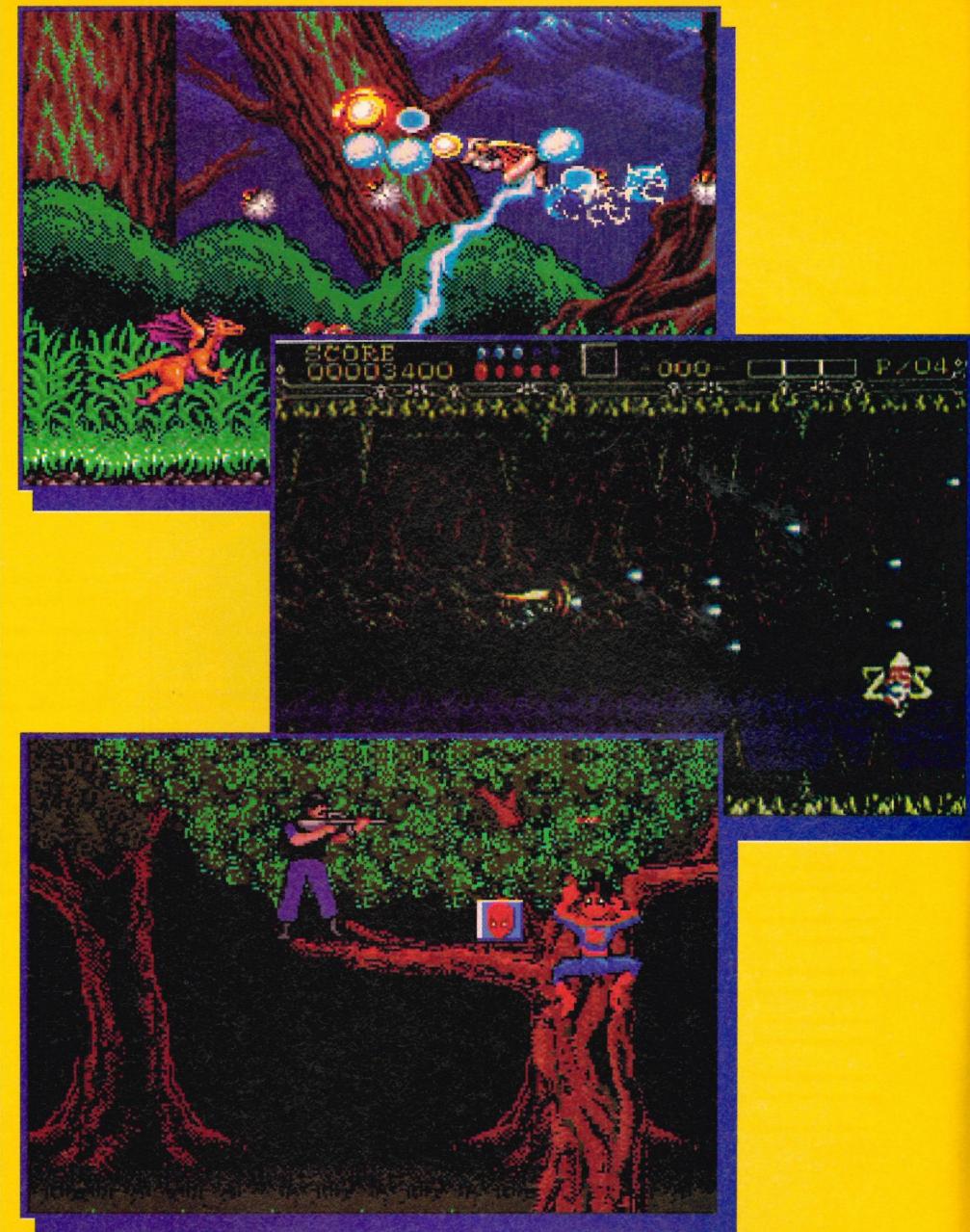
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By using our skills of negotiation at the highest level (and selling Tom's granny into the bargain), we've put together the list of cut-price items below. Only MegaTech readers can benefit from this offer by sending in the special coupon on this page, but if you don't have enough space on the coupon to write in all the games you want to buy, you can use a continuation sheet, Mr. Moneybags. All prices are fully inclusive - there's no extra charge for postage and packing, so the price you see is the price you pay. AND you get a free £1.00 voucher, which you can use against your next purchase, with each game. Woweezoinks! Without further ado, here's the full lowdown...

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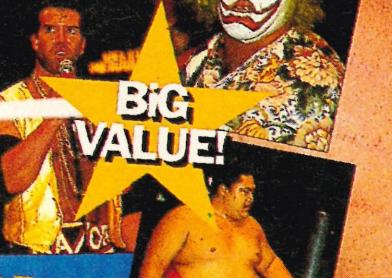
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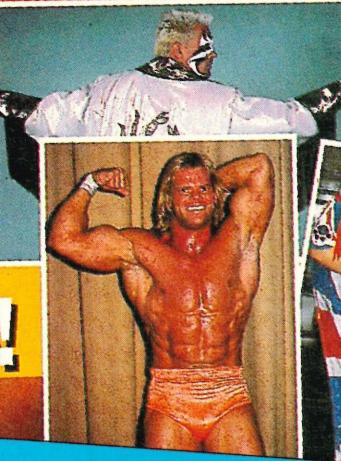


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MEGA-CD PREVIEW



SEGA™



PRICE TBA



RELEASE DATE
LATE 1993



▲ Silpheed features smart fractal backdrops...



▲ which scroll and tilt...



▲ whilst baddy ships attack you...



▲ ... sometimes they're big baddy ships

SILPHEED

Look at these pictures. Doesn't this game look amazing? Doesn't it look... just amazing? Well, we thought it did, and when we see something on the Mega-CD that looks this amazing you can be damn sure we take lots of pictures of it and publish them all so you can join us in our Mega-CD Garden of Amazement.

So anyway, this is Silpheed, a Mega-CD game which is currently in development in the Far East and will be over here towards the end of the year. Japanese programmers Game Arts are the people behind the game, they who brought you, amongst other things, Alisia Dragoon and (you Japanese Mega-CD fans may remember this) Tenkfabu, a Samurai strategy game which was briefly available on import and was actually the first Mega-CD game to use full-motion video. It's taken these pioneering souls seven years to perfect the 3D polygon graphics system used in Silpheed, and they've combined this with their FMV techniques to produce a game which certainly looks stunning.

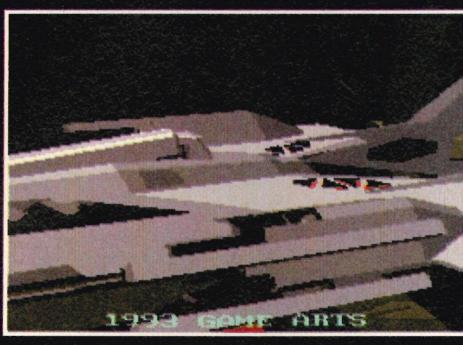
The original PC version of this game took place in space, and the only background detail those poor PC owners got were a few stars. Luckily Mega-CD owners get a lot more to look at. The graphic designers have created various types of landscapes for you to fly over, ranging from the fractal-generated islands to vast space cruisers to a city which appears to be made of gigantic electronic components. Creating all these objects and moving them in real time is a bit beyond even your Mega-CD. All of them are generated as 3D models inside a computer, the models are coloured using a texture-mapping program and the flight over them is stored as separate frames of animation. These frames are then put together on the disc, and played back at about 14 frames per second to make it look like you're flying your little space cruiser across alien worlds.

After all that it might come as quite a surprise to find that the actual game itself is a fairly simple shoot 'em up. There a few extra weapons to collect and bosses to wipe out, but in the demo we were shown it all seemed like pretty basic stuff. Still, those graphics, eh?

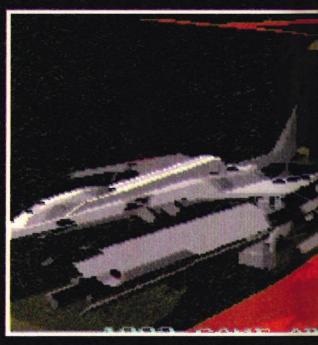
But does the simple action really detract from the game, or do the tatty graphics make this the merest minor quibble? Well, you'll have to wait a long time to find out for sure because we won't be reviewing this for a fair few months yet.

CHECK OUT THIS INTRO!!

There were chins hitting the carpet left, right and centre when the Mega-CD started showing us the luvverly Silpheed intro sequence. It's about a minute of 3D polygons aplenty, as you've never seen them before on the Megadrive, all light-source shaded, and moving super-smoothly to show the Silpheed craft gliding out of a berth in its home space station, being transported down to the launch tube on a giant lift, then blasting out into open space. Blimey... That's good.



▲ 'Kooyay! What a big ship!'



▲ 'If I could just steer out of it'

HECDO



ee waaay!



▲ 'Urf, I feel ill. Fatch! Aw gross, stomach cheese all over the wdashboard!'



▲ 'Heck! I can't see now. There's my bean-feast lunch running down the windscreen!'



▲ 'Loosen up, Porkins. Let your belt out! Aiiieee!'

MEGADRIVE PREVIEW



BY SEGA



8 M-BIT



PRICE TBA



DEVELOPERS
DYNAMIC
PLANNING



RELEASE DATE
TBA TBA

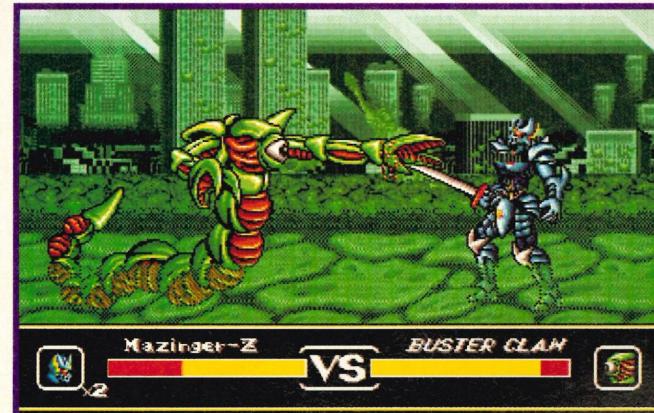
We've had our eye on this scrolling beat 'em up for sometime now in Japan, but it's finally about to make its official debut here in Blighty-land through the hands of Sega themselves. Mazin Saga's the name of the game and it's shaping up right tasty.

Here's the plot. The year is 1999 and the Earth has been attacked by a dreaded alien power, the Biobeast Force. Led by the evil Godkaiser Hell (a more unfriendly name you couldn't wish on a person) they've taken control of the world and turned it into a smouldering post-apocalyptic waste ground. Enter Doctor Kabuto, all round good-guy scientist and Earth's last hope. Why? Because he has created Mazinger Z, a robot with the power to defeat those pesky aliens.

It's up to you as Mazinger Z to race across the various horizontally-scrolling landscapes cutting and slashing at all of the Biobeast Force with your trusty sword. There's a number of impressive moves including a super-fast stabbing attack and a whirling dervish, swinging sword attack (these are not technical terms for the moves, you understand). The main game is quite jolly and the sprites are well animated, but with the exception of the huge end-of-level bosses, they also happen to be quite small and unimpressive. At least, that is until you defeat the bosses and face the real end-of-level fight.

This takes the form of a one-on-one beat 'em up and is jaw droppingly good. The large sprites really respond to the damage and the feel of steel clashing on steel is superb. What's more, it's rock-hard. Mazin Saga is definitely a game to look out for. So where are you going to find that all-important review? Why, right here in the pages of Megatech, next month. Stay tuned.

MAZIN SAGA



▲ 'Hey Garcon, the lobster seems to be a bit off! Oh, and it's only got one eye as well.'



▲ 'Look, Johnny's brought his new speeder bike out for play-time. It's not as good as my hoop and stick though.'



▲ At the end of level one, Mazinger Z is faced by this. The technical term for it is a big skull head with a large bony claw hand.



▲ Hoi mate, are you a big sprite? Heh, me too. Why, we must be in the one-on-one boss section.



▲ We're all large sprites around here. Not as big as the guy in the picture above though. Yipes!

MEGADRIVE
PREVIEW

BY ELECTRONIC ARTS



8 M-BIT



PRICE TBA

DEVELOPERS
GRAY
MATTERRELEASE DATE
JUNE 1993

Bob. Now there's a name to conjure with. Most people have an uncle somewhere called Bob. Or a neighbour. Or one of those neighbours whom your mother refers to as an uncle. No, it's not an uncommon name, and looking at the pictures of this game, you might think that EA's Adventures of Bob is not an uncommon game. Look, there you have the platforms. Over there the ladders. Funny robot, the Bob of the title would you believe, stands at centre stage levelling his ray gun at an alien blob creature.

In fact, when we first got a glimpse of this game we thought, "Harumph. There goes a common-looking game. Not the sort of thing you'd expect from those innovators at Electronic Arts, that's for damn-straight sure."

But we could be wrong. Chris Gray, semi-creator of the much-acclaimed (seven years ago) Boulderdash series of action/puzzle/digging games, is the designer of The Adventures of Bob. He's livened up the platforms 'n' guns gameplay with puzzles to bring tears to the eyes even of Mr Puzzle from Puzzleton, Quizshire, and he's thought up a few new features which may well lift this game above the crowd.

But before we go into that, a quick plot recap. Bob is a lovesick android who has crashed his dad's spacecar while he was en route to picking up his hot robodate. The trouble is he's crashed it on an alien planet populated by unfriendly aliens keen to disassemble the plucky automaton. Fortunately, BOB comes heavily armed, and he's also packing an emergency toolkit full of all kinds of handy little gizmos, but if he's to escape alive he'll need to augment his arsenal with any new gear he can find on his travels.

This isn't standard stuff, though. For one thing there's a clever little device whereby the bosses (who, of course, sit at the end of the level) send out scouts to harrass Bob during the course of the level. Should Bob mercilessly obliterate these menials, the Boss will come down on him like a ton of space bricks when he gets to the end. If he simply scares them off the big guy will use less violence and more cunning during their confrontation.

There are three planets' and over 45 levels' worth of this and we'll be sampling most of them in time for the review in the next thrill-laden issue of MegaTech. For more info, join us then.



▲ Oh no! I've crash-landed on an alien planet and my name is Bob. How awful!

MEGADRIVE
PREVIEW

▲ Bob hey! My parents could have called me Kenneth!

THE ADVENTURES OF

BOB



▲ Bob, I mean why Bob? All the kids make fun of me at school. Why couldn't I have been a Rick or perhaps a Jonathan. Bob. Gah!



▲ Oh, it's unbearable. I'm gonna change my name to something else. Peter perhaps, no, Luke. Anything's better than Bob.

MEGADRIVE
PREVIEW

BY NAMCOT



16 M-BIT



PRICE £49.99

DEVELOPERS
NAMCOT

RELEASE DATE

JUNE 1993



▲ Rick's splattery exploits: The multi-schlong attack...



▲ Attack of the killer mutant teddy bear from Hell...



Jennifer smells of rot ...

▲ Oh dear, his girlfriend's a bit on the whiffy side...



▲ Good job he's wearing a mask to block the small!

SPLATTERHOUSE 3

Unperturbed by the mixed reviews of the *Splatterhouse 2* (number one never made it to the Megadrive), Namcot have pulled all the stops out and gone for a massive 16 Megabit sequel.

Once more the forces of absolute evil have kidnapped Rick's girlfriend, although this time they've also taken a kid, David, hostage. Yet again they've taken residence in a ramshackle mansion and filled it with their nefarious mates.

Rick, still possessed by the malevolent spirit of the mask which imbues him with superhuman abilities, has a few new tricks up his sleeve. By collecting mysterious blue globes he can transform into an even larger, and far meaner, version of himself. He also has a number of special moves, including a number of appendages which erupt, distastefully, from his body and a devastating piledriver-type throw.

The obvious benefits of the extra mega-bittage is it leaves plenty of room for graphics. Seeing as this is the game's biggest selling point the programmers have included loads of suitably horror-packed images ranging from disembodied hands to a giant teddy bear, which bursts open to reveal something pretty hideous.

The linear gameplay of the first game has been almost done away with. The house is made up of a number of connecting rooms, each containing its own particular type of monster, so there are a number of possible routes plus warp doors which randomly teleport Rick to another room. As if there wasn't enough on his plate his problems are compounded by a time limit and when it runs out nasty things happen to the rescues. Jennifer, for example... no actually it's a bit too nasty to say, and anyway we had complaints last time we started to get explicit in a *Splatterhouse* preview.

Splatterhouse 3 promises to be far better than its predecessor, with more violence and increased amounts of gore - not that we're approving of that sort of thing, God-fearing previewers that we are.



▲ "Take that, big mouth." Rick's fists do the talking!



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MEGADRIVE PREVIEW



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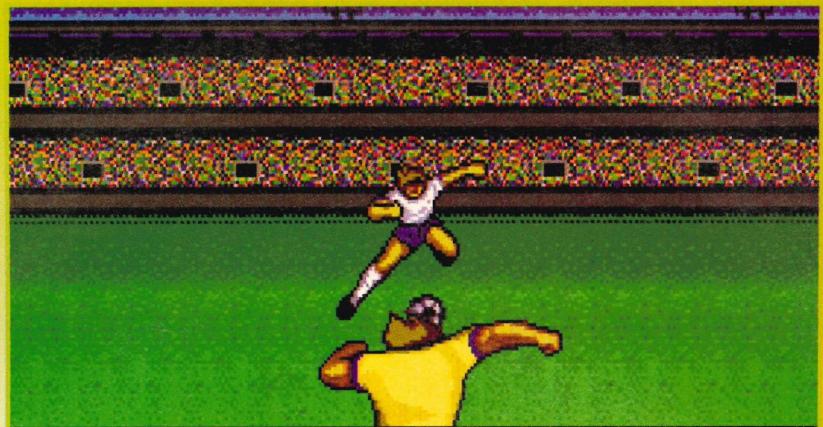
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▲ Robert adapts his dribbling style to show off his new hairstyle.



▲ The real star of the game: the wibbly-wobbly ball!



MEGADRIVE PREVIEW

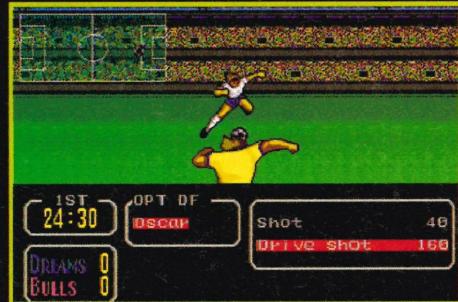
M egadrive-owning football fans haven't been

very well catered for until recently, but it looks like footie fever is finally about to break out. Super Kick Off should be out on the streets as you read this, and we've heard that half a dozen soccer games are in the pipeline at the moment. The most unusual one that we've come across so far is Sega's Tecmo Cup (not to be confused with the already-available Tecmo World Cup). It's a funny old game, and no mistake, based on a Japanese TV cartoon, it's a bizarre, Anime-style, er... well, sort of RPG/multiple-choice/animated-action-type fantasy football game, really. If you don't understand that, don't worry we couldn't believe our ears when we first heard about it, either! But playing is believing, and when you get to play Tecmo Cup you'll believe a footballer can fly (well, possibly). Anyway, we're hoping to give it the full review treatment next month, but in the meantime these screen grabs should give you some idea of what this weird game from Novelty Island is all about.

TECMO CUP FOOTBALL



▲ Before the start of each game, you can get valuable advice from your Team Coach, like this little gem of wisdom. Says it all really, doesn't it?



▲ Confronted by a defender on the edge of the 18-yard box, he opts to go for a Drive Shot – it uses a lot of energy, but it could be a real blaster...



▲ Here goes with an in-game sequence... less than three minutes into the first half, and Robert takes the ball just inside his own half...



▲ The goalkeeper can't get anywhere near the sizzling shot, despite hurling himself through the air in his best Superman pose...



▲ Striding towards the opposition goal, Robert dribbles his way through the opposition, jinking past a vicious sliding tackle...



▲ The ball hits the back of the net like an express train, giving Dreams a 1-0 lead after less than seven minutes of the first half. Such excitement!



MEGADRIVE PREVIEW



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THE FLINTSTONES

With the Flintstones movie going into production during May, Sega have grasped the opportunity to hitch a ride on somebody else's publicity wagon and are producing their own tribute to the famous modern stone-age family.

Things are really going to pieces in Bedrock. Wilma's lost her necklace, Barney's having trouble with an irksome fish which refuses to be caught and Pebbles has wandered off and no one can find her. Putting down his bronto burger, Fred finally decides enough is enough and it's time he sorted things out.

Armed only with the latest in high-tech clubs he has to mercilessly pound rogue dinosaurs, climb buildings, leap from carriage to carriage on a train loaded with ice, drive his car through a rocky desert and generally do the kind of things fat men shouldn't be capable of. Through all this he has to keep a constant watch on his energy meter, which depletes when he gets too close to a hazard. Luckily some kind fellow has left balloons filled with apples and other goodies just lying around for someone to collect.

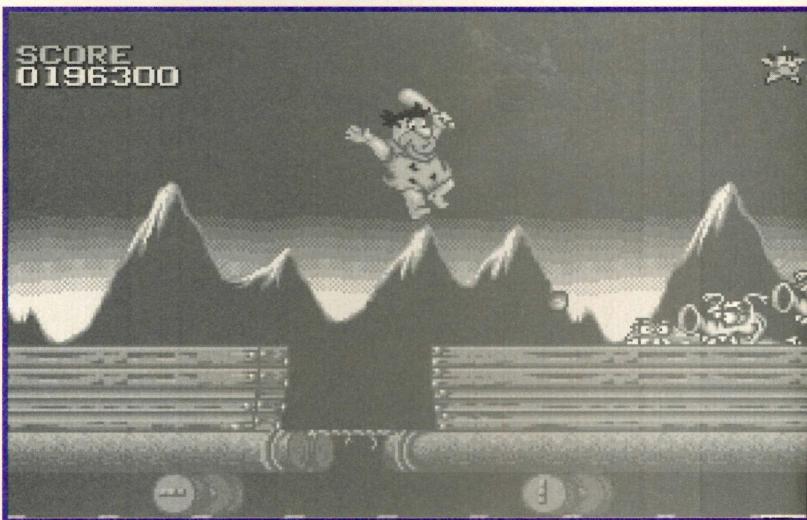
The other stars of the cartoon appear between levels to hassle Fred into solving their problems for them, but apart from those instances the game centres firmly around Fred. But now that Sega are buddies with Hanna/Barbara productions, the people behind the Flintstones, who knows? Perhaps we should keep our eyes open for the Jetsons or Yogi Bear?

If all this doesn't sound much like the cartoon to you, you'd better check out the review in the next issue of MegaTech to confirm or allay your fears.



FRED:
HAVE YOU SEEN MY NECKLACE?

▲ Fred Flintstone in cross-dressing accusation - shock horror!



▲ After a few too many bronto beers, Fred hallucinates about pink dinosaurs.



▲ A Pteradactyl's makes an ideal flying companion.

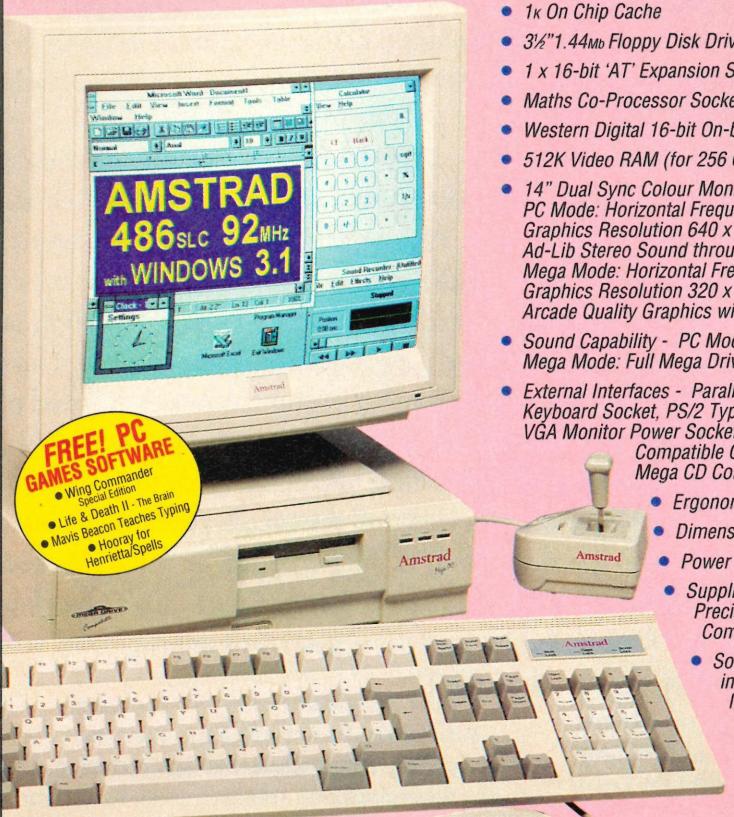
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Power meter aggregate MIPS performance increases by up to 2 times using the hardware multiplier, which also provides an overall performance of 92MHz using Landmark's latest version Speedcom 2.00 performance benchmark. This is almost 3 times as fast as a 386sx - 25 CPU (see Landmark Speed Chart above). Beware of competitors quoting the older version Landmark 1.14 which often gives misleading benchmarks.

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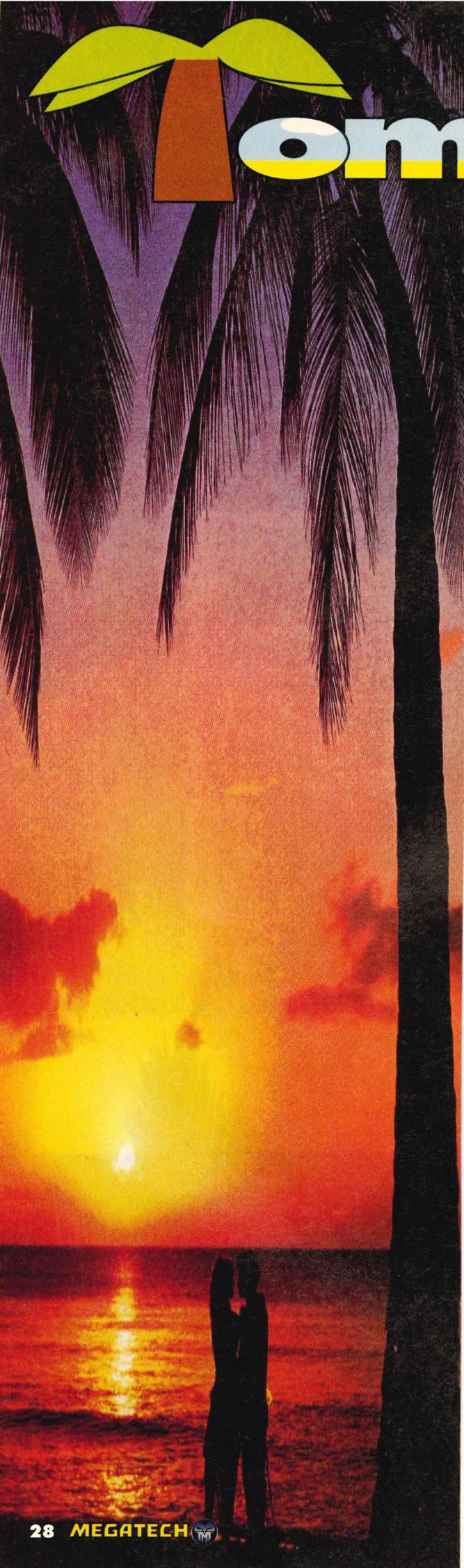
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Tom's Island

Hi folks, Tom here! Listen, there are terrible deeds afoot at Castle MegaTech. The other day I was playing with my toys in the hallway when I accidentally dropped my ball down the stairs into the cellar. Paul has always warned me about going down there and to be honest I've never wanted to. It's dark, dusty and really quite spooky. Anyhow, I just went down to pick up my ball and I heard strange noises coming from beyond the door. Pushing it slightly ajar, I peeped into the room and you would not believe what I saw. It was Paul, Mark and Jeff. As I watched, they began to pull their faces off to reveal their true forms. Aliens! I kid you not. Where their mouths should have been there was just a mass of green noodles and their eyes stuck out on telescopic crab stalks. As I watched Jeff stepped forward and began to communicate in insect clicks with a purple blancmange on a large view screen. The Alien leader! I couldn't understand what was said, but I'll bet it has something to do with world domination. Unfortunately, I let a little squeal escape and they heard me. Turning around, Mark enveloped my head with his mouth noodles. I passed out at that point. When I awoke I found myself here on this strange island, with a microchip stuck to my neck. There's nothing around but a stupid palm tree and the whole place is surrounded by sharks. I've just got to get a warning to the Pentagon or someone. Look, tell them I'm here. **TOM'S ISLAND**, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. But hurry, I think I've been impregnated with alien babies. The end of the world is nigh!

WHY AM I SO STUPID?

Dear TOM,

I am writing to ask why is MegaTech and Mean Machines Sega got the same address? That's all. Keep up with the good work.

IAN FRANCIS, FAREHAM, HANTS

TOM: Good question. I suspect it may have something to do with the fact that we share the same office building and to make things easier we use the same address as well. I don't mind you asking this simple question, because it's quite obvious that you couldn't work out the answer yourself.

WHO IS HOWARD DOUPE?

Dear TOM,

I have three good points about this mag.

1. To start with I would like to complain about Mystic Matthew's powers. On your Jan issue, at the end of the mag you showed Mystic Matthew and explained how his powers could tell what games were

to be received in the next issue. This included Afterburner III. I am a fan of Afterburner II. So when I saw this I rushed to the shops to buy the Feb issue. When I got home there was no Afterburner III review. Why is this?

2. I think Road Rash II should have rated higher than Road Rash. You yourself said it had a few changes. Doesn't that make it better? Besides, I've played on it and I feel it is a better game.

3. In the March issue Neil Livsey wrote in saying you should consider bringing in a new set of stickers to cover up the bare patches. You ejected him saying it's not worth it. I think it is, considering some of the stickers didn't fit! Also you didn't know where half of them were supposed to go. I think you should include some more stickers that fit and a page to show where they go.

At the end of those three complaints I would like to congratulate you on an excellent mag (the only one that is 100% Megadrive).

P.S. Could you please publish this letter. I don't want to experience the same happening Howard Doupe did.

Thank you for reading this letter.

OLIVER EL-KORASKY, SALTDEAN

TOM: Cripes! So those were your good points were they? Okay, fair enough, Mystic Mathew did get a few of his predictions a little skewed, but hey, give the guy a break. I mean he's still on the nipple. Maybe when he can actually chew food and walk things will be better. As for Road Rash II. If you think that it is better than its predecessor then that's fine, as long as you're happy. Personally I disagree. Oh, and about the stickers. I'm sorry you had trouble with them. We didn't realise that you'd need instructions. We just assumed you had a brain. Oops - our mistake.

THE MITTEN OF MIGHT-MISSING!

Dear TOM,

I am writing to ask if you know what's happened to the Sega Power Glove. I remember it being around last year and the year before, but then it disappeared. Can you tell me if it's still around the shops.

PS. Good mag.

JETA HARTLEY-JONES, SOMEWHERE

TOM: Sorry to break the news to you like this, Jeta, but there has never been a Sega Power Glove. You must be thinking of the one that Nintendo brought out a few years ago. Don't worry though, because it was a lump of cack anyway and only had stuff like 'catching the ball' type games for it. Nope, it went to the great glove-compartment in the sky and that is where it shall remain, with the likes of seal-skinned mittens to keep it company.

SONIC THE COPYCAT

Dear TOM,

In Sonic 2 on the Wing Fortress Zone when you jump off the plane you land on a small black chair kind of thing that moves across the platform. The same thing happens in Strider on the battleship. Do you think Sonic 2 got the idea from Strider?

CHRIS STONES, MOLD, CLWYD

TOM: Yes.

PRAT OR PILLOCK?

Dear TOM,

I'm bored, so bored. I think I'll whinge. In issue 6 you printed a letter from Andre Worwood. I'd like to say something nice about him...but I can't. He's a prat in the first degree. Who in the their right mind thinks the C64 is better than the Megadrive!!! Is that sane? I don't think so (someone call the men in white coats).

And...

Why would the 'great' Clive Sinclair back the C64? He invented the Spectrum!!! (Tell the men to come double quick).

Right, I'm not bored anymore, but I must add that my brother used to eat magazines! (His name is Rob). Yours somethingly.

"MUGGS" MALTON, TICKHILL

TOM: Has that little annoyance really niggled you for almost a year now, Muggs? It must be really smart having so few worries in your life that you can waste so much of your limited brain capacity over trivial things. Oh by the way, your address, isn't that a fleahive? You're not a parasite are you? Just wondering.

BASIC QUESTIONS

Dear TOM,

I have recently bought MegaTech for the first time and have found it very informative, so I have decided to send you a few of my own basic questions. A few months ago I purchased a Megadrive on which sometimes (usually with particular games) the colour flickers on and off. Switching the machine off and then on again sorts this problem out. On reading the January issue of MegaTech I discovered that someone else was having this problem. He stated that he had a Japanese Megadrive and before this comment I was not aware of any differences from one Megadrive to another especially having purchased mine from Virgin. On further analysis having tried the codes for Lemmings and found they were not accepted I realised that mine may well be Japanese as well (a considerable downer to find that codes found in magazines would not work, being the cheat I am). So, are the colour flickerings to do with the Megadrive and how do I tell for certain if mine is Japanese and is it legal for a company such as Virgin to sell me a machine not totally compliant with other Megadrives without telling me?

TIM LETBY, RAMSGATE

TOM: The codes given in issue 14 were only for the American Genesis system. So, the chances are that you have a British Megadrive, especially if you bought your machine from Virgin, an official Sega distributor. If your Megadrive has white trim around the power light, then it is a British machine. Anyway, that doesn't eliminate the fact that there is something wrong with your Megadrive. Take it back to the Virgin Megastore from whence you purchased it. The one year warranty should cover it.

TAILS ON FILM

Dear TOM,

Please, please could you give me a step-by-step guide to how to record me playing Sonic 2 on a video recorder.

TIMOTHY WARNE, STANMORE

TOM: It's simple, Timmy. Just take the AV lead that runs out of the back of the Megadrive (the one that plugs into the TV) and plug it into the Aerial input socket at the back of your video recorder. Now connect your video to the TV in the usual manner. You'll have to tune the video into the frequency of the Megadrive and the picture may be a bit watery, but it's better than nothing. Enjoy!

NO SATISFACTION

Dear TOM,

I recently received my copy of MegaTech and on a quick glance through I noticed a level select cheat for T-2. "Great." I thought, as I am stuck on the jeep section (I am only a woman though), so I tried the cheat, but to no avail. It did not work. I tried for about half an hour.

This fact seems to be the same for a lot of cheats printed, ie. Moonwalker. Could you please check the cheats before you print them otherwise I get all excited just to be let down (story of my life).

MISS N HOBBS, RUDE, ISLE OF WIGHT

TOM: I know you aren't going to believe me, Miss Hobbs, but those cheats really do work, both of them. I don't understand why you can't get them going. I guess it just takes a steady hand and a lot of patience to achieve satisfaction (story of my life). Oh, and what's all this 'only a woman' stuff. You've opened up a can of worms now.

A TIME FOR CHANGE

Dear TOM,

I am writing to you to express my concern of your 'new look' mag. I buy MegaTech every month and enjoy reading it as I rate it very highly. But with the introduction of the Mega-CD to your pages I'm worried that you will forget that you're a Megadrive mag and will start to fill the mag with Mega-CD games and news etc. You can understand my obvious concern that you will lend too much of your time to reviewing CD games, therefore forgetting us Megadrivers. Please don't change your mag as it is the best thing on the shelves. Thank you.

PS. Loved the custom stickers for the Megadrive. Any chance of some new look stickers from your new look mag?

ANDREW MEAKIN, BREDBURY

TOM: Don't worry, Andrew. We're not going to forget that we're a Megadrive mag, not ever. The Mega-CD may be an incredible bit of hardware that we'll be covering thoroughly in these pages, but it is still only an add-on to Sega's 16-bit console. Every Mega-CD owner will be a Megadrive owner too. Besides, the Megadrive is more successful now than it's ever been and there are tons of new and exciting things that are going to be happening in Megadrive-land in the near future and we'll be here to cover it all. All that our new-look mag means to you is better coverage for your console. I hope that sets your mind at rest.

DLT'S TREBLE TOP

Dear TOM,

Do you know of any Megadrive quiz games? As me and my mates spend loads of time and money on pub quiz machines (I'm sure you know the story). I thought it would be great to have a pub style quiz game with possible money prizes in the form of money off tokens for reaching certain scores or passwords. Or if not, then maybe as prizes you get one level of a certain game (say T2) to play for reaching a password or whatever. What do you think? I know I'd be happy and our corner shop booze is much cheaper than pubs. Also, do you know of any plans for 'The Immortal 2'. The first one was brilliant and I'm in need of my ass kicking, blood n guts, second fix.

PS. I still can't get past level 19 on Ecco.

DEAN ROBSON, SUNDERLAND

TOM: Quiz games eh? Well, there's a distinct lack of Pub Trivia Game conversions on the Megadrive scene at the moment and it's not surprising. Who on Earth in their right mind would really want to spend £40 on a console version of DLT's Treble Top? You'll be wanting a Megadrive Bingo game next with pictures of happy pensioners as the prize. Next time you and your friends are down the pub try talking to each other, it's cheaper and a lot more interesting. In fact sometimes it's even fun (though I can't speak for you and your friends of course). Get well soon.

PS. There are no plans for the Immortal 2 at present.

LYING OUT OF THEIR BACKSIDES!

Dear TOM,

About three months ago me and my brother decided to purchase a Mega-Drive and so we decided to buy a few mags to see what we could expect and we must say that your mag is the best. You don't patronise or talk

down to your readers, you seem to treat them as equals and we hope to have a Megadrive by the end of '93. I have a cheat for you which will let you become Super Sonic even easier than that described in issue 15. Simply play the following tunes on the second sound test, then select the level of your choice, collect 50 rings, jump and there you are. You may be wondering how I know this. Well, me and my brother went to our friend's house shortly after Christmas and lo and behold he had a Megadrive (git!) and he was just playing the first sound test and found the level select cheat and ditto with the second sound test and to my knowledge only 15 people in Coventry know the cheat. Keep up the good work and rest assured that I will be buying your magazine before and after I get my Megadrive.

PS. I word-processed this at school using an Apple Macintosh. Can you get a Megadrive emulator for it because I know you can get one for the Amiga.

**ARRON AND ROSS CLEMENTS,
STOKE HILL.**

TOM: Incredible! Your friend just happened to be messing around with the sound test and he uncovered the level select? And the SuperSonic cheat too? Well I never, that is amazing. Do you have any idea what the odds of that happening are? Pretty low, I can tell you. He must be some sort of X-Man or something, Captain Codes perhaps. And what of the 15 Coventry residents who know the cheat, could they be the sinister Council Of Tips? Hmm. Mind you, it's funny how those cheats appeared on Bad Influence a month or so ago, don't you think?

PS. The Megadrive emulator for the Amiga was an April Fool that CVG pulled a few years ago. A lot of people fell for it then, but only a real sap would still believe it now.

PPS. Next time you send in a cheat, could you try to include the cheat itself. It helps. Ta.

I DON'T BELIEVE IT!

Dear TOM,

Something that has bothered me for ages is that in your tips zone people write in with tips that are virtually impossible to find normally, eg. the Sonic level cheat. Did the person who found this say "Ah, I think I'll play the the tunes 3 times, pressing C, press Start and A on the title screen." It's not something Megadrive players do often! How the hell do they find these, try to explain this for me? Also the WWF Wrestlemania cheat in MT 1.5 doesn't work. Please print this letter as you haven't printed any of my others. I have every MegaTech simply because it is the best Megadrive magazine around. Keep up the excellent work.

GARY HAGUE, ROTHERHAM

TOM: No, you're wrong, Gary. Take Arron and Ross above, for example. Why their mate just happened to be messing around with the sound test on Sonic 2 and, hey presto, Cheat City! See, it's pimps. No, in the real world most of these cheats probably come from the software houses themselves and are filtered to the press (normally the Japanese magazines first) in order to give games an extra boost of interest.

EASY! EASY!

Dear TOM,

The other day I was playing on WWF on my Megadrive and I thought Sega have got two wrestling games which are WWF and Wrestle War, which are both American wrestling games. So I thought, isn't it about time Sega brought out a British wrestling game with Big Daddy, Giant Haystacks, Steve Grey etc. But don't make it a boring one-on-one like Wrestle War, bung some tag team action in as well. And if Sega did bring out a British wrestling game I think they would prosper. I would buy a copy for sure.

NICK JACKSON, TILEHURST

TOM: Big Daddy? Giant Haystacks?!? Oh Lordy, are you mad? Who on earth would want to play a game with those old crocks in it? Tag team action would be necessary just so they could prop each other up. Good grief, what next? A strategy game starring Dad's Army perhaps? Or maybe Cliff Richard: Make My Video? Brrr, no way.

I WANT MORE PAGES

Dear TOM,

I am writing about the number of pages MegaTech contains. In an earlier issue you said that the page count would be increased to 100 pages. Instead only one issue contained 100 pages and that was the Christmas issue and since then it has gone back down to its normal 'crappy' 83 pages. As it costs £1.95, I think that the value for money for your mag is below par because all other mags come with 100 or more pages and cost either the same or less (excluding Mean Machines). So unless the page count goes up to 100 like every other mag I will consider not to subscribe to MegaTech and subscribe elsewhere.

LEE WRIGHT, ALTRINCHAM

TOM: Hang on, Lee. Please don't go. Look, we've done it all for you. 116 pages and a gatefold review to boot. All for still only £1.95. Now that's not bad is it, hey? Let's all shake hands and be pals again.

BILL STICKERS WILL BE PROSECUTED

Dear TOM,

I really liked the security stickers in the July '92 MegaTech. I know this is a long time ago, but I wondered if you had any spare stickers you could send me. I would be very very grateful if you could and I enclose an SAE for you to send them in (as many as possible please). I am trying to put them on everything in my room, but I just have not got enough (especially the big ones with the access code on). Thank you for any help you can offer.

Yours waitingly!

DAVID GLOVER, DRIFFIELD

TOM: I'd love to help you, Davey boy, but I can't. There aren't any stickers left. They're all gone. Ha ha, your room must look really funny half covered in stickers though.

I'M A MUSCLEHEAD!

Dear TOM,

Why oh why do games programmers continue to insult the intelligence of us WWF fans with such releases as European Rampage, Wrestling Challenge. Even Super Wrestlemania for the MD was, although a great improvement, crap. This is even more mind-boggling when the perfect (no pun intended, grapplefans) game already exists. The American Technos company has had the Wrestlefest coin-op out for a good couple of years now, so why has it never been converted? It truly is the game all WWF fans have dreamed of, 12 characters, each with a range of unique moves and which add up to a total of around 80 different moves. There is steel cage, tag team and royal rumble action. It's all there. Any fan of WWF will tell you it's perfect in every detail and captures the wrestling atmosphere perfectly. Please could you tell the software houses to get their fingers out of their respective orifices and get down to coding it! Don't let's let Nintendo get their grubby little paws on this one.

KENNY CRAMER, DUMBARTON

TOM: Oh, it must be absolutely awful for you WWF fans, having your intelligence insulted by those nasty games programmers like that. Shame on them. Why, if I had my way you could have the Wrestlefest of your dreams with its sweaty, realistic man-on-man grappling antics and royal rumble action too.

LEPER'S FRIEND NEEDS HAND!

Dear TOM,

I'm in desperate need of a hand, there is this boy at school and he's a right leper! He

is trying to prove to me that the Super NES is better than the Megadrive. Of course, I'm not taking any of this so please tell me as many reasons possible to say that the Megadrive is better than the Super NES. Thanks a lot.

PS. He has already written to Total asking for 20 reasons, so try to beat that!
ANSWER AS SOON AS POSSIBLE!

N WOODS, TAVISTOCK

TOM: Go shove your head in a bucket of dump. (THAT'S TELLING HIM, TOM. WELL DONE - ALIEN ED.)

BALL STRESS

Dear TOM,

Please print this letter because I am really stressed out. I have a major problem. I got a Megadrive for Christmas with Sonic, but I cannot get past the first time Robotnik comes (with his large ball and chain). Please could you tell me how to do this. Thank you very much.

MARK MALDANE, PITLOCHRY

TOM: Blimey, you're a bit crap at games aren't you? Never mind though, I won't laugh at you. Not to your face anyway. What you have to do is keep hitting Robotnik. Oh, and avoid the large ball, it helps. I really sympathise with you, it must get pretty sore holding that joypad with your left foot all day.

DÉJÀ VU

Dear TOM,

While reading the UK release schedule in your March issue, I came across a few games that I notice the names of. After racking my brains for a while I realised that I have played several of these games well before Jan 1993. To prove this I can explain some games. Rolling Thunder 2. When you complete this game the credits roll, but after all the credits have gone you have to complete all of the levels again, which are much harder.

I have also seen Captain Planet, Captain America, Side Pocket and Atomic Runner in my local computer shop. Can you please explain why this happens as there are no reviews for these games for months.

MARC HEGLEY, RAYLEIGH

TOM: There's a real simple reason for this strange paradox. All the games you mention have already been released in America or Japan and are being imported by individual dealers, so that would explain why you've seen them in your local computer shop. Anyway, you don't have to wait for reviews of these games. With the exception of Captain Planet, they've all been reviewed in MegaTech already and you can find

their ratings in our Games Index. Oh, and Captain Planet was a load of old poop anyway.

TOO MUCH TO ASK!

Dear TOM,

I think your mag is Excellent. Here are a few questions I would like to ask.

1. I was reading my brother's Mean Machines when I saw a questionnaire. Please put one in your mag. I think it is a very good idea.

2. The other thing I saw was a poster. My room is posterless. Please put one in your mag soon.

3. Do you know any good games coming out on the Megadrive? If so, what is the best one.

4. It was my birthday a month ago and I have £55. My brother is nagging me to get Ecco. Do you think I should get it?

5. If I don't get Ecco what should I buy?

PS. I hope the questions are not too much to ask.

MATTHEW PECK, BRIGHTON

TOM: Gee Matthew, of course your questions aren't too much to ask. I just hope my answers aren't too much to reply. Erm, never mind.

1. There will be a questionnaire in next month's MegaTech.

2. You are posterless no more. I hope this month's massive X-Men poster is to your satisfaction.

3. Yes, lots. Tiny Toons is my favourite.

4. Do you want it? I hope you aren't thinking about buying it just because your brother is nagging you. It is a good game though, but it isn't to everyone's taste. If tough, puzzle-solving, exploration-type games are your thing, then sure.

5. Out of this month's batch, Flashback and Tiny Toons are the pick of the bunch.

OUT OF OUR DEPTH

Dear TOM,

I am writing for me and my dad. We have Aquatic Games. We completed every event apart from the Bouncy Castle. Have you any cheats or tips to help us.

PS. What's an Action Replay cart.

ALEX DOOLEY (age 10), DAVYHULME

TOM: I don't know how to break this to you Alex, but I don't know any cheats for Aquatic Games. Maybe some other readers can help. I hope you and your pop find happiness soon.

★ SMART EA COMPO! ★ SMART EA COMPO! ★ SMART EA



WHERE ARE

TRACK DOWN OUR STAFF WRITER AND WIN A STATE-OF-THE-ART HI-FI SYSTEM!



That Staff Writer of ours, Tom Guise - he's a nightmare! He has an uncanny knack of disappearing just when you need him most. Here's an example: today, one of those really nice people at Electronic Arts (you know, the bunch that brought such classics as NHLPA Hockey, John Madden '93, Road Rash 2 and Desert Strike to your Megadrives) rang us up to say that they wanted to run a real Mega Competition with us. "Great!" we said, "That sounds right up our street - you're on! We're always looking for ways to give our beloved readers the chance to win brilliant prizes, and the TV and Mini Hi-Fi you're offering could turn one lucky reader's bedroom into an audio-visual heaven. We'll get Tom to write a real smart competition straight away!" We put down the phone and turned towards Tom's desk... but he wasn't there. Yes, he'd done his famous vanishing act again, and we haven't seen him since. So what we want you to do is help us find him...

TRACK DOWN TOM

We suspect that Tom has used his incredible powers of camouflage to hide somewhere on this very page. We've received inside information that says he's actually secreted himself on one of the Electronic Arts games covers... but we don't know which one. What you've got to do is search the page, find which game Tom is hiding on, write the answer down on the back of a postcard or sealed-down envelope, along with your name and address, and send it, not to us but to: MEGATECH COMPO, ELECTRONIC ARTS, 90 HERON DRIVE, LANGLEY, BERKSHIRE FL3 8XP. To stand a chance of winning the goodies, your entry must arrive by Friday, May 21, so get sending now!



COMPO! ★ SMART EA COMPO! ★ SMART EA COMPO! ★



YOU TOM?

STATE-OF-THE-ART TV AND A MINI HI-FI SYSTEM!

TWO MEGA PRIZES, ONE LUCKY WINNER!

★ PORTABLE 14" COLOUR TV

Imagine how good your games will look if you're playing them on this little baby. Apart from an excellent colour picture, its features include a 'dockable' remote control (it's got a special little place to lock on below the screen, to make it more difficult to lose), a Sleep Timer and Onscreen Display. Phew, we wouldn't mind one of them ourselves!



★ MINI HI-FI SYSTEM

This is a smart bit of kit to make your ears smile, and no mistake! It combines a Bitstream CD Player with Favourite Track Selection Memory, a Tuner with Station Name Display (to tell you which station you're tuned to if you've got a memory like a goldfish) and a Twin Tape Deck with Dolby B and C. It pumps out 2x60 watts RMS through its three-way Bass Reflex Speakers, and the whole thing's remote controlled too. Wow!



THE MEGATECH REVIEW FORMULA

Well, we've redesigned the whole mag, so we thought it was about time we explained the elements that go into each review and introduced the people who put them together. We've made sure that the standard is as high as it always has been, and regular readers will realise that all the information we put into our previous reviews is still there. But for the benefit of new MegaTech readers and those who might be a bit confused at the new layout, this is what it all means...

MEGADRIVE REVIEW

This panel contains several sections: a top section with a game cartridge icon and the text 'MEGADRIVE REVIEW'; a large central box with a blank white area; a 'BY: S'WARE HOUSE' section; a '8 M-BIT' section with a color bar; a 'STYLE' section with two large yellow circles; a 'GAME STYLE' section with a horizontal bar; a 'PRICE £39.99' section with a coin icon; a 'PLAYERS 1-2' section with a person icon; a 'SKILL SETTINGS 3' section with a gear icon; and a 'RELEASE DATE JUNE 1993' section.



Here's how our Introduction Panel breaks down...

Starting from the top, we've got a picture of either a Megadrive or a Mega-CD. This tells you whether it's a Megadrive or Mega-CD Review. Simple, huh? Moving swiftly down past the game's Intro Screen and Publisher's Logo, we come to the Format Box. This tells you whether the game comes in CD form or on a cartridge. If it's a cartridge game, the size of the game in Megabits is also shown – basically, the more Megabits you get, the more game you can expect. Then we come to the Game Style Icons. There might be two of these, as some games contain elements of two different game types. Here are the icons and the game types they refer to...

Beat 'Em Up
Platform
Adventure
Driving
Puzzle
Shoot 'Em up
Sport
Strategy

Finally, at the bottom, we have Price, Number of Players, Skill Settings and Release Date boxes – all pretty self-explanatory, I'm sure you'll agree.

Here's how we put those all-important Ratings Panels together...

At the top of the panel you'll see a weird circular thing divided up into four quarters. This is our strange little way of demonstrating which particular skills you'll need to be strong on to be able to play the game well. Each quarter of the circle represents a gaming skill – Reflexes, Strategy, Challenge and Thought – and each of these has a rating, shown by the distance that the coloured area within each quarter sticks out from the centre towards the outside of the circle. So in this example, the game calls for pretty quick reflexes and presents quite a challenge, but the strategy element is low and you won't have to put much thought into playing it.

As you can see, all the other sections in the Ratings Panel have percentage ratings, with a brief rundown by their side, to give you an at-a-glance assessment of the different elements of the game.

First up is Presentation – this covers the standard of the intro, intermediate and options screens, and whether the game has been put together thoughtfully and playtested seriously, or just thrown together carelessly.

The standard of the visuals – backgrounds, sprites and animation – is covered by the Graphics category, while the Sound department gives you a percentage rating for sound effects and soundtrack.

Short Term Play tells you whether the game in question is instantly playable or it takes a while to get into, but if you want to know if the cart will probably stay in your Megadrive for months to come or if it's destined to gather dust on a shelf in your bedroom after a few plays, check out the Long Term Play score.

Then we come to the big one – the Overall percentage. First of all, this score is not arrived at by averaging out the scores in all the categories above – it is not an average mark. The final Overall score is only achieved after heated debates between the members of the MegaTech Reviewers Panel – many a voice is raised, tables are pounded by fists, and blood is often spilt as the panel make their considered judgements on the game in question.

% RATINGS



REVIEWS

THIS MONTH'S GAMES

- 36  TINY TOONS ● 42 X-MEN ● 46 MIG-29 ● 50 KING OF THE MONSTERS ● 52 CYBORG JUSTICE ● 56  FLASHBACK ● 64 BATTLE TOADS ● 68 COOL SPOT ● 72 NIGHT TRAP ● 76 SHINING FORCE ● 80 MUTANT LEAGUE FOOTBALL ● 84  FINAL FIGHT CD

REVIEWERS' ROGUES GALLERY

Here's the Megatech Reviews Gang (or 'The Firm', as they're known in the business) – a more desperate-looking bunch than you're ever likely to see this side of Wormwood Scrubs. Before 'going straight' by writing for Megatech, each one of these hell-raising games gangsters managed to run up a criminal record as long as an orangutan's arm. So here's the line-up, with highlights from their criminal careers below.



RADION 'BABY FACE' AUTOMATIC Crime: Use of a Dangerous Haircut in a Built-Up Area. Don't be deceived by this young offender's, 'butter wouldn't melt in his mouth' look – he may seem like the sort of innocent lad that your gran might invite round for tea, but on top of that angelic face there grow follicles of true evil. The hairstyle's catalogue of crime includes two counts of GBH, three cases of living off immoral earnings and a long list of unpaid parking fines, to name but a few. Favourite Game of the Month: Micro Machines.



ROB 'BRAINS' BRIGHT Crime: Being a Student. Rob's catalogue of college-related criminality is a legend in his own campus – no activity is too gross for this state-funded hooligan. He narrowly escaped arrest last term during a particularly wild Rag Week when, dressed as the back end of a Sperm Whale, he stormed into a nearby fishmongers and attempted to 'liberate' 10 kilos of pilchards and two dozen shrimps in a protest against cruelty to marine life. Favourite Game of the Month: Tiny Toon Adventures.



PAUL 'THE GUV'NOR' GLANCEY Crime: Gross Cruelty to Staff Writers. Gang leader Paul was recently in court to face a charge arising from his alleged physical and mental mistreatment of Staff Writer Tom Guise. But the case was thrown out of court on a legal technicality – the court ruled that Tom could not be regarded as a normal sentient human being and therefore could not be offended against in this way. Favourite Game of the Month: Flashback.

MARK 'BANANAS' HOLMES

Crime: Demanding Bananas With Menaces. Mark acquired his bizarre nickname due to the fact that he always carries a bunch of bananas when he's on a job, "Just in case things turn nasty." But he was really toolled-up the day he was arrested trying to 'do a job' at the local greengrocers. Waving a sawn-off Megadrive in the owner's face, he demanded a crate of Fyffes' finest fruit, but was foiled by a have-a-go hero (a Jack Russell Terrier called Tiddler). Favourite Game of the Month: Battletoads.



PAUL 'IT'S A FAIR COP' DAVIES Crime: Playing Sonic 2 on Gamesmaster Without Due Care and Attention. His spell in solitary, imposed after losing at Sonic 2 on Gamesmaster, is now over and we're trying to rehabilitate Paul after this terrible trauma reduced him to a shadow of his former self. He now checks his mirror, signals and then manoeuvres before entering the Games Room, never exceeds 30mph around the office, and his three-point turn is a joy to behold. Favourite Game of the Month: Shining Force.

TOM 'PADDED CELL' GUISE

Charge: Criminal Sloth. Having been found guilty of the above charge, Tom is out on remand pending appeal. His defence rests on a 'diminished responsibility' claim – he says his frequent bouts of daydreaming during work hours are not due to excessive laziness, but due to "These voices inside my head – when Buster Bunny starts talking to me, I have to stop working and listen to him. He is my spiritual guide and I must obey him." Favourite Game of the Month: Tiny Toon Adventures.



MARK 'ILLEGAL IMMIGRANT' PATTERSON Crime: Smuggling Small People (ie Himself) Into The USA. An evil and twisted computer genius, Mark fled these shores just before Scotland Yard could catch up with him, then holed up in a sleazy motel in California. After trying to break into Hollywood under the guise of a Screenwriter, he was recently extradited and awaits judgement in the dingiest cell in Farringdon State Penitentiary with only his trusty Notebook PC and a battered Megadrive for company. Favourite Game of the Month: Final Fight CD.



MEGADRIVE REVIEW



BY: KONAMI



8 M-BIT



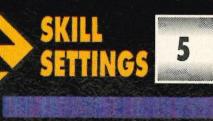
BEAT 'EM UP



PRICE £39.99



PLAYERS 1-2



SKILL SETTINGS 5



RELEASE DATE MAY 1993



▲ Upside down mouse??!



▲ The hero, Buster. Yay!



▲ Dr Gene Splicer, Boo!



It's ten-ton anvil and Acme bat-suit time, as floppy-eared friend to the animals, TOM GUISE, wiggles his fuzzy tail at Tiny Toon Adventures and asks the big question: "What's up Doc?"

Jumpin' Jehosephat! There's muchos big trouble in tiny old Toon Town. Meet Buster Bunny, nephew to movie superstar and Oswald award winner, Bugs Bunny. There he was, tidying up the basement of the Acme Looniversity with his cuddlesome cartoon chums when he happened upon a genuine ancient treasure map on which X marked the spot and everything!

Enter the villain of the show, Montana Max. In two sufferings of a succotash he'd not only stolen the map, but with the help of his nefarious science teacher, Dr Gene Splicer, he'd also brainwashed all of Buster's pals, turning them into zombie slaves. Holy Toledo! Stopping only to kidnap Buster's sister, Babs, the dastardly duo then set off in search of the lost treasure, with the sound of cash tills ringing merrily in their ears. So, without waiting a cotton pickin' minute longer, our hero Buster set off in hot pursuit, stopping only to turn left at Albuquerque. Or was it right?

Based on the award-winning Steven Spielberg cartoon series, Tiny Toon Adventures follows the antics of Buster Bunny as he attempts to rescue his pals from the clutches of mean old Montana Max and retrieve the lost treasure all for himself. The third of Konami's Megadrive releases, Tiny Toons follows the age-old platform game formula in which Buster is forced to run, jump, swim and slide his way across all manner of hazardous levels collecting carrots along the way.

Frolicksome Fun with Buster Bunn!

All the hallmarks of a good platformer are here. There's the almost legendary bottom-bounce attack where, by leaping, Buster can bring his fluffy-tailed backside slamming down onto the wide-eyed faces of his unfortunate victims. Also, in a similar fashion to Sonic, Buster can slowly pick up speed until he's racing along like a bunny possessed. Once at top speed Buster can perform a sliding tackle, toppling all who stand in his way.



▲ Carrots, carrots! Yummy !



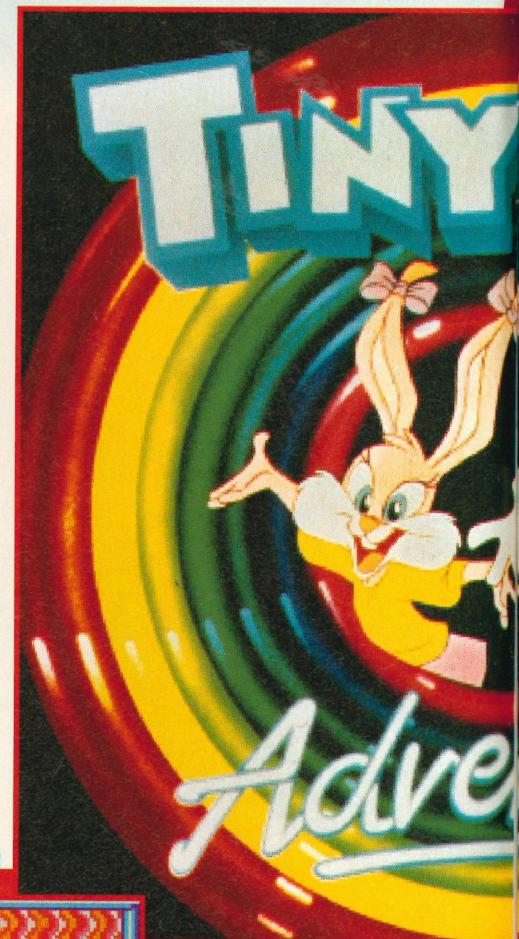
▲ More carrots? Ooer, burp!



▲ Hey man, the colours. Wow!

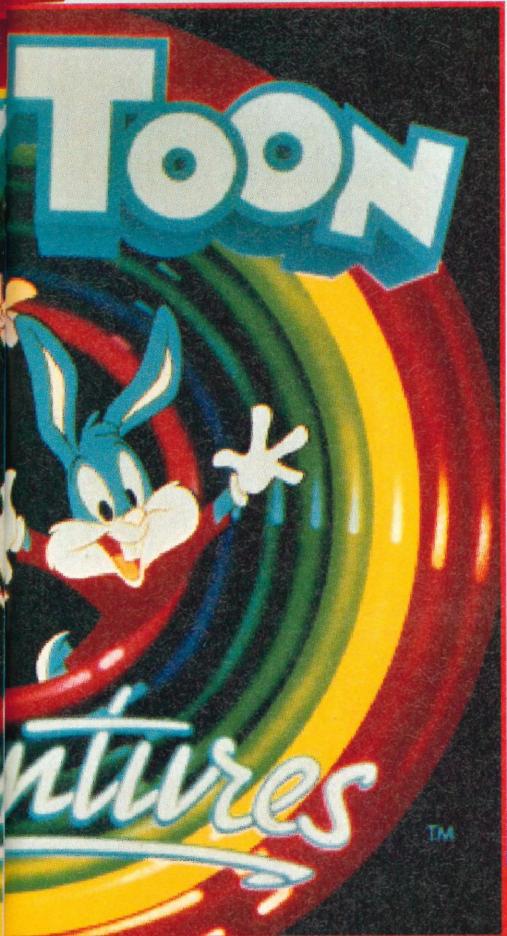


▲ Swinging on pendulums, spinning on wheels - it's all the fun of the fair for our rampant little rabbit.





ADVENTURES



Bats, Bears, Boulders and Bouncing Bunnies!

With over thirty levels to toy with, Konami have certainly put their massive playground to good use. Starting on the standard grassy hillocks type of level, Buster has to contend with little more than rodents and birds, before moving on to the forests. Here, Buster is faced by bats, bears and even little gonzocreatures as he is called upon to face waterfalls and rope-slides and hollowed-out tree trunks which fire him into the air like cannons.

Then it's onto the cave level, with treacherous Raiders of the Lost Ark-style rolling boulders, moving rocks, falling stalactites and swinging spiky-balls. Further into the caves, there are heaving lava pits, sinking stepping stone bridges and even fat green satanical imps to battle against.

Next up is a haunted ship where young Buster faces the likes of ghosts and armour-clad knights. The ship is massive and fully explorable, allowing Buster to go everywhere from the tops of the masts to the bowels of the hold.

Later levels see our hopping, hare-brained hero battling against snowmen and Rottweilers on a snow level, before the final confrontation at Dr Gene Splicer's factory hideout, packed with all the classic Loony Toon robots and machines.

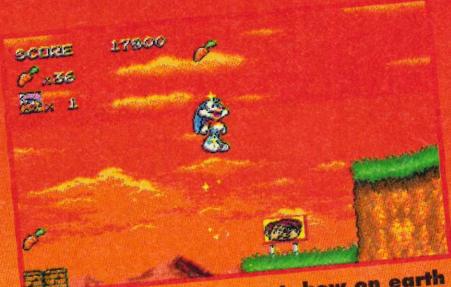
At the end of each level, Gogo Dodo the Martian is waiting to lead Buster on to the next stage. However, Tiny Toons is packed with hidden tunnels and secret rooms, and sometimes at the end of these there is another Gogo Dodo who can take Buster to Wacky Land bonus levels.

Hare-Raising Graphics!

"Sufferin' Succotash!"



▲ Beep, Beep!
Buster calls on
the help of Road
Runner's
young
nephew.



▲ Hey there little carrot, how on earth
did you get right up there?



▲ Run, run, run as fast as you can,
you can't catch me - I'm a carrot!



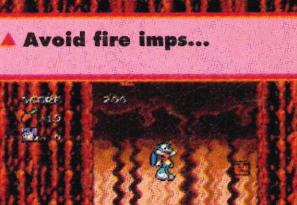
▲ Money, money, for Buster Bunny!



▲ Ouch, I think I've got nipple chaff!



▲ He can slide...



▲ Listen to girls...
▲ Avoid fire imps...
▲ Drop...
▲ And even jump! And all
this before breakfast!



TINY TOON ADVENTURES

The graphics and sound in Tiny Toon Adventures are truly incredible. In fact, when you're playing you'll find it hard to believe that this is a Megadrive game, they're that good! The animation on the sprites, particularly Buster, is fantastic and at times hilarious. There are so many neat little touches, like when Buster steps on a set of false teeth and they chomp his butt and send him flying into the air, or when he walks into a rake and it spangs him in the face.

The Megadrive is sometimes criticised for having a more limited ability to display colours than the Super Nintendo, but, as with Turtles and Sunset Riders (reviewed last issue) Konami have really made superb use of the graphics hardware to produce some gorgeous backdrops: fantastic sheets of translucent ice, rocky caverns backed with waterfalls and, on the Wackyland levels, marvellous swirl patterns. These graphics, coupled with the spot-on, cutesy-pie tunes, really capture the Loony Toons feel perfectly. The cartoon-style sound effects are especially good, from the buzz and crackle of an electric shock to the sound of the little bunny's feet landing on a floating ice platform. In fact, when Buster runs too fast and flattens himself against a wall, the noise is just how you'd imagine a cartoon character's body would sound if it slammed into a solid wall!

Toon-tastic Playability!

What's more, the game plays just brilliantly. I've never played a game with controls as responsive as these. The jumping controls are so perfectly tuned that when Buster leaps, he lands exactly where you want him to (must be those lucky rabbit's feet) and there's none of that annoying sliding around business. Depending on how long you hold down the jump button Buster can be bounced to precise heights and when the button is released he'll immediately drop to the ground. This makes for incredibly precise leaping and it sure is needed. For instance, there's a level where Buster has to leap up the screen via a collection of floating platforms, all the while being chased by a rising torrent of lava. The higher he gets, the smaller the platforms get and the closer the lava gets. It's nail-biting!



PULL A FUNNY FACE!

Life as a cartoon character has always been hazardous. Rarely does a second go by without them being electrocuted, flattened or just dropped from a great height. Realising this, Konami have packed an absolute ton of animation into the main sprite. He blinks, yawns, smiles, shoots, scores and even pops his eyes out when he's dazed. What a busy little bunny he is.

Motana Max

Ho! Ho!

Mean Gene

Cackle!

BRAINLESS BOSSSES

At certain points throughout the game, Buster is faced by the infamous Dr Gene Splicer. At each confrontation, Gene brings along one of Buster's mind-controlled buddies. The first meeting sees Buster pitted against Dizzy Devil, who spins around the screen trying to ensnare him. Later levels see the likes of Calamity Coyote, Plucky Ducky as the Toxic Revenger and Hamton Pig, complete with a vacuum cleaner. At one point Montana Max himself appears and the final level sees Elmyra, Max's sister, attempting to capture Buster for herself. So she can hug him and pet him and call him George.

Best Bunny Game Ever?

In fact, the whole game is pretty edge-of-the-seat stuff, because it's so challenging. The early levels are quite simple and help ease you into the game, but some of the later levels, like the ghost ship and the ice levels, are really tough. The final factory levels are mind-bogglingly hard, with loads of hazards coming at you from all angles, and the programmers weren't above putting a few dirty tricks into the game, like springs that catapult Buster right onto some spikes! In fact, this game is so tough, that I've yet to beat the final boss, because when you die, you get sent back three levels. Thank God there are unlimited continues and a password system. Believe me, this is one game where they are needed.

Tiny Toons really is incredible and is certainly the best game I've played this year. Admittedly there's not much original stuff in it and the format is all very standard, leaving very little room for surprises, but what Tiny Toons does, it does better than any other platform game I've ever played.

**GET BY WITH A LITTLE HELP
FROM YOUR FRIENDS**

Buster is not alone in his quest to save Babs and the rest of the Tony Toonsters. Either by picking up a special icon or by collecting 50 carrots, he is endowed with the ability to call on the help of one friend. Which friend this is depends on what level Buster is on. Some-times, the Road Runner races by, wiping out all foes in its path, at other times a goofy bird drops an anvil on the baddies. However, cutest of all is a little mouse who floats onto the screen with the aid of balloons and sneezes the enemies off the screen.



▲ Just whistle...



▲ And the birds...



▲ Will come runnin'!

**MEGADRIVE
REVIEW**



DURATION: 0h00m60s

**Here's a minute of Tiny Toons action
just to give you a taste of the
hazards that face Buster Bunny!**



▲ Kapow! Buster flattens a frog.



▲ This bell gives you an extra heart! Wahay!



▲ It's downhill munching as Buster devours a line of carrots



▲ Yikes! Watch out for that spiky pendulum, Buster!



▲ Blat! Mouse burgers for tea!



▲ Eeeps! Bitten by a bat!



▲ Now Buster races ahead of the spiky concrete slab...



▲ Leaps down the chasm...



▲ Past the concrete boulder...



▲ Which rolls after him...



▲ But one quick, well-timed bunny-hop does the trick!



▲ More carrots. Bleuch!



▲ Yippee! An invincibility gem!



▲ Take that, you fat toads!



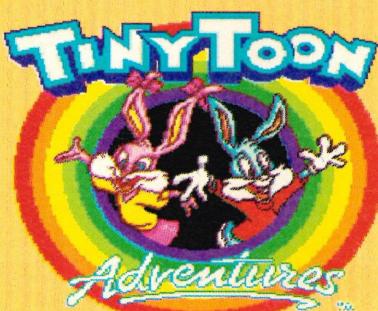
▲ Now it's a clear run...



▲ Straight into the wall. Splat!

TOTALLY WACKY!

Hidden at various places throughout the game is the famous Loony Toons multi-coloured logo. Should Buster go through this logo, he is immediately transported into a crazy bonus level known only as Wackyland. Each Wackyland is different. Some require Buster to slide down poles, in others he has to bounce on springs or swim through underwater caverns. Whatever the situation, the objective of Wackyland is always the same – to collect as many bonuses as possible. For the most part, these just happen to be carrots. However, the further into the level Buster goes, the better the prizes on offer. Extra lives, increased energy and help icons are all up for grabs. To exit Wackyland, all that Buster has to do is touch one of the Gogo Dodos to be found standing around. The problem is, the better the bonuses available the more Gogo Dodos there are to be found and the skill lies in getting the goodies without accidentally exiting the level.



▲ Underwater Carrot-munching Larks



▲ The WackyLand entrance uncovered!



▲ This bonus level – it's just Wacky!



ALTERNATIVELY



95

SONIC 2
BY SEGA
PRICE: £39.99
Far superior to the original game, with stunning graphics, superb sound and some gob-smackingly inventive levels, Sonic is the definitive plat-former.



ALTERNATIVELY



90

WORLD OF ILLUSION
BY SEGA
PRICE: £39.99
Mickey Mouse and Donald Duck team up in this two-player platformer. The best Disney game yet, but suffers from the problem of being way too easy.

THE SECOND OPINION



PAUL GLANCY

I can't say I went quite as mad for this as Tom, after all there's hardly anything original in Tiny Toons. You've got your cave levels, your ice levels, your jumping-around-cogs levels all standard Megadrive platform game stuff. Seen it all before, really. Having said this, the way Tiny Toons has been programmed and presented, and the way it plays puts it way above the likes of Taz-Mania and other Megadrive platform games, the only possible exception being Sonic 2, which I think I still prefer. Sonic 2 has the new angles on old scenarios which is missing in Tiny Toons, but I must admit that Tiny Toons is more of a challenge – the more you play it the better the action gets, so once you've started you just can't put the joystick down. If it's not the best Megadrive platform game it's the second best, and I can't wait for Konami's next Megadrive title, Rocket Knight Adventures, which promises to top the lot!

FAMILY TIES

Those madcap Tiny Toonsters may be cheeky young cartoon superstars, but they've sure got a lot to live up to. The legendary Loony Toons cartoons that they are based on are possibly the most famous animated shorts of all time next to Tom and Jerry. However, until recently Loony Toons was little more than an aging cartoon series from the golden era of the Saturday morning matinees. Nothing new was seen from the likes of Bugs Bunny, Daffy Duck or Porky Pig, short of the occasional Easter or Christmas specials. Then Mel Blanc, the man who did all the voices for the Loony Toons cartoons, died leaving the characters speechless. Things were looking bleak for our animated animal chums when Steven Spielberg bought the rights for all the Toons characters off Warner Bros and produced an incredible new cartoon series, Tiny Toons. Starring a new generation of Toonsters like Buster Bunny, Plucky Duck and Hamton Pig, Tiny Toons won loads of television awards and became an instant hit. The rest, as they say, is history.

RATINGS



PRESENTATION

Highly polished, plenty of neat little touches.

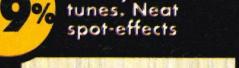
91%



GRAPHICS

Great backdrops. Topper sprites. Superb animation.

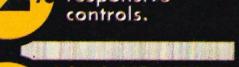
96%



SOUND

Catchy cartoon tunes. Neat spot-effects

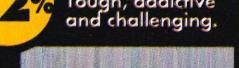
89%



SHORT TERM PLAY

Easy to get into, responsive controls.

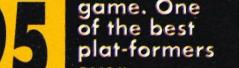
92%



LONG TERM PLAY

Over 30 levels. Tough, addictive and challenging.

92%



OVERALL

A completely superb game. One of the best plat-formers ever. Unmissable!

95

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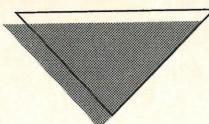


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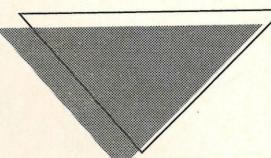
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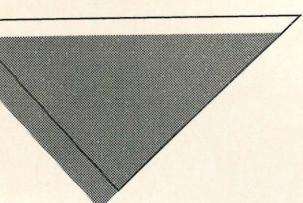
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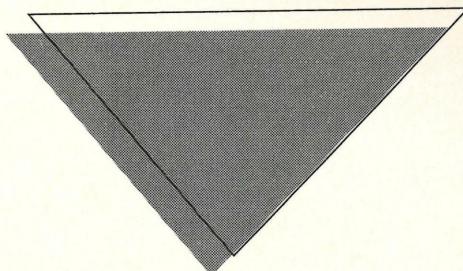
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MEGADRIVE REVIEW



BY: SEGA



8-MEG

STYLE



PLATFORM/BEAT 'EM UP



PRICE £39.99



PLAYERS 1-2



SKILL SETTINGS 3



RELEASE DATE
MAY 1993



▲ Here kitty kitty.



▲ Damn hover-ski. Start!



▲ Yuk. I'm not touching you, you furry animal!



▲ Meet the X-Men. Three men and a blue furry guy.



Hi there True Believers! Strangest staff writer of them all and friend to mutants, TOM GUISE has donned his one-eyed goggle and taken to the Danger-Room to face Sega's latest platform beat 'em up, X-Men.

Avengers Assemble! Whoops, wrong super-team, but what does it matter, super-heroes are all the same aren't they? Prancing, spandex-clad pences, each gifted with a unique special power after which they name themselves. Invisible Girl can become invisible, the Hulk is, well, he's a big guy and the Living Eraser can, erm, rub people out of course. Yup, there's no messing about in super-hero land. Simple and to the point, that's the stuff comic-books are made of.

So, meet the X-Men, a group of mutants feared by ordinary people, but who are nonetheless dedicated to protecting mankind from the wiles of baddy mutants. Just the stuff video games are made of and realising this, Sega have licensed yon X-Men to star in their latest platform X-travaganza fiendishly entitled X-Men. Uncanny!

As with any good super-plot, there's an arch-villain behind the scenes. This time it's the sinister Magneto, so called because he commands the power of a hundred magnets (or some such hokey ability). Spoons, paper clips, fridge doors, you name them, they're stuck to him. Anyhow, Magneto is leader of the evil mutants and suffers from an illness common amongst megalomaniacs. It's that 'conquer the world' syndrome and, boy, has Magneto got it bad. Tired of being pounded into the ground every month, Magneto has devised a plan to rid the world of those accursed X-men once and for all, right in their very home, that place they call X-Mansion!

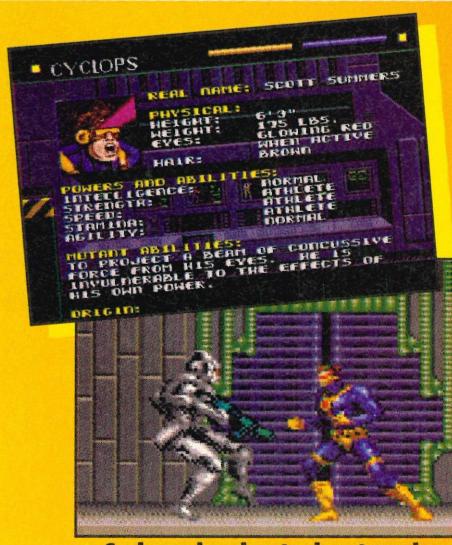
MEET THE GANG, 'COS THE BOYS ARE HERE!

So that's the story, now meet the gang. Those wild and wacky fellas, the uncanny X-Men themselves. They're a big family, the X-Men (larger even than the Waltons) but in this game you only get to control four of them – but what a quartet they are!

First off the mark is Gambit, he who is possessed of the X-traordinary ability to imbue playing cards with an awesome X-plosive energy. Next up is Nightcrawler, a blue and furry circus freak from Germany with a gift for frightening small children and teleporting through solid objects. Then of course there's Wolverine, a Canadian with an indestructible skeleton made of a metal called Adamantium. With his retractable razor-sharp claws, Wolfy has to be extra careful when cleaning up after a Number Two. Fortunately he has a mutant healing power too. Finally there's Cyclops. Talk about looks that kill, Cyclops is gifted with the ability to emit lethal laser beams from his eyes. Unfortunately though, he is unable to enjoy the delights of 3D specs and is always walking into walls due to his complete lack of depth perception.

That's the main bunch, but they are not alone. The other X-Men make their presence felt throughout the game. Should you get into a bit of trouble during any point in the game, you can call on the help of Iceman, Rogue, Archangel or Storm. In two shakes of a stick, they'll appear on the scene and immediately attack all the baddies in the vicinity, but unless X-tra X-Buddies icons are collected, each one can only be called on once, so it's important to use your X-support crew wisely.

The other X-Man to make a guest appearance isn't a man at all, but an X-Woman, Marvel Girl. Should any X-Men fall off the bottom of the screen she brings them back using her telekinetic powers. Lost X-Men can sleep safely knowing that Marvel Girl, their very own X-Mother is on hand to bring them back to the X-fold. (ENOUGH OF THE UNNECESSARY X-COMMENTS ALREADY! – PG.)



Cyclops: he shoots, he stares!



Gambit



MEGADRIVE REVIEW

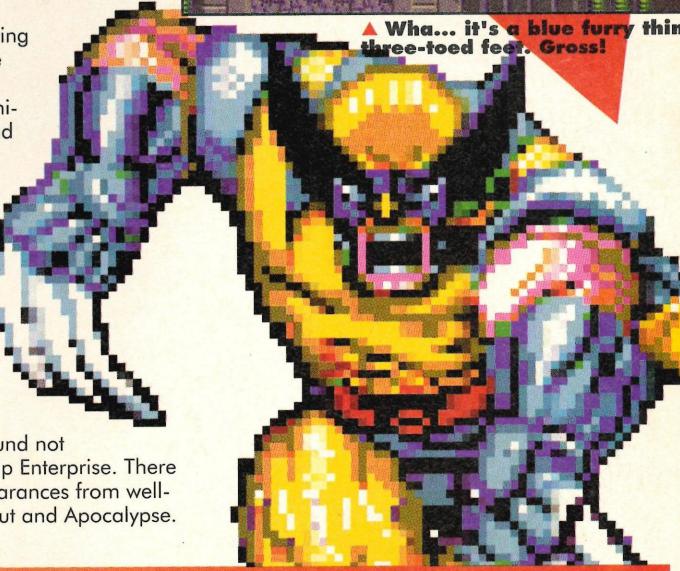


X MARKS THE SPOT

The game opens in the Danger-Room, the training ground of the X-Men. It is here that Professor X, that bald, wheelchair-bound telepath who also happens to be leader of the X-Men, puts his young pupils to the test. In this room holographic environments that provide real hazards can be produced and Magneto has used this factor to his advantage by taking control of the X-Mansion's main computer and activating the Danger-Room turning it into various well-known settings from the comic books.

There are six levels in all, starting with a jungle domain known as the Savage Land, before moving onto such inter-galactic locales as the Shi-Ar Empire, Ahab's Future World and the peanut-packed Mojo's Crunch, before the final showdown at Asteroid M, which the dreaded Master of Magnets is using as a base for his nefarious operations.

Throughout the game there are various baddies waiting to do away with our daring super-pals. Everything from gun-toting robots, leopard skin-clad cavemen, asteroids and even strange birds that make a sound not unlike the loudhailer on the Starship Enterprise. There are also the obligatory guest appearances from well-known super-villains like Juggernaut and Apocalypse.



NIGHTCRAWLER

REAL NAME: KURT WAGNER

PHYSICAL: 5'9", WEIGHT: 185 LBS, HAIR: SHIRTLESS, EYES: INDIGO

POWERS AND ABILITIES: TELEPORT, TELEKINESIS, SHapeshifting, SPEEDS, STRONG, AGILE

MUTANT ABILITIES: TELEPORT HIMSELF, HIS CLOTHING AND A CERTAIN AMOUNT OF ADDITIONAL MASS FUSE ONE POINT TO ANOTHER BY DISPLACING HIMSELF THROUGH AN UNKNOWN DIMENSION.

▲ Nighthcrawler: deformed!

THE STRANGEST SUPER-HEROES OF ALL!

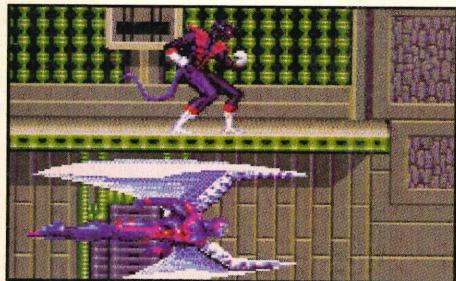
The story of the X-Men dates all the way back to September 1963. Created by the Marvel super-team of Stan Lee and Jack Kirby, the X-Men made their debut simultaneously with Marvel comic's other great super-team, The Avengers. The leader of the team was a wheel-chair bound telepath, Professor Charles Xavier, who ran a school for gifted youngsters. However, this was merely a cover, for all his pupils were in fact mutants, people possessed of a latent special power which manifests itself at the onset of puberty.

The original line-up of the X-Men counted six in all. Apart from Professor X himself, there was Cyclops, The Angel, Iceman, Marvel girl and the Beast. Their continued battles against their arch-nemesis, evil mutant Magneto, never really achieved mainstream success until 1975 when the team were relaunched in a giant-sized X-Men issue. New characters were added to the team such as Nighthcrawler, a shape-changing Red Indian called Thunderbird, a metal-man called Colossus and Wolverine. Breaking away from the rigid formula of almost every other comic book at the time, X-Men was famed for its continually developing plotlines. Within a few issues most of the original members had quit and by the third issue one of them was dead. New-look X-Men was a huge hit and to this day it has remained the most popular comic book in America. In fact, rumour has it that Hollywood have picked up the rights to make a big screen version of mutant super-team with action man Arnold Schwarzenegger being cast to play Colossus with Robert De Niro lined up for the role of Wolverine. X-cited? You should be!

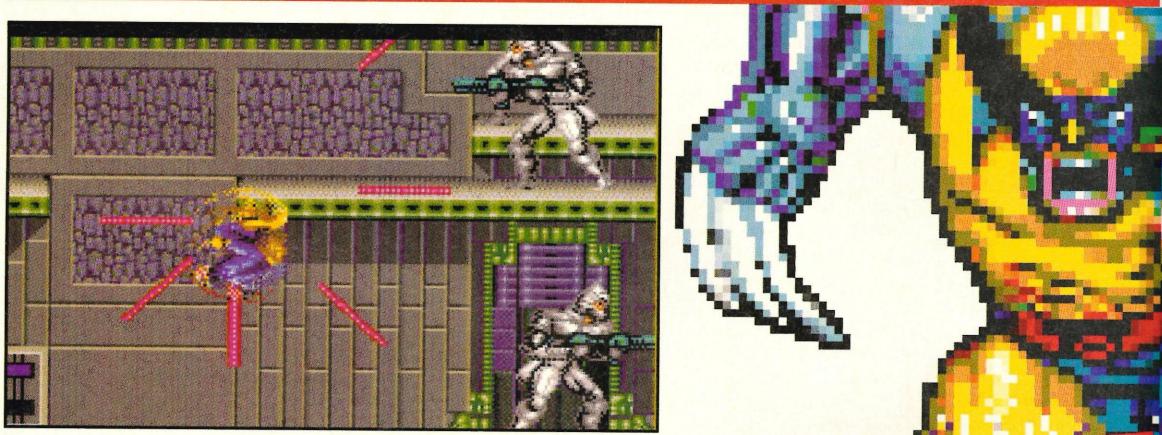
X-TREMELY TOUGH!

Uncannily (ho ho), X-Men bears more than a passing resemblance to Sega's other recently released platform beat 'em up, Chakan, right down to Gambit's spinning attack, however, X-Men is by far the better game. There's nothing new about the format of the game, the six large platform levels are all very standard and to be honest, a little too long and samey. However, this is one game that can't be accused of easiness, in fact it's rock-hard! Thankfully though, it isn't that same frustrating difficulty that Chakan suffered badly from. There are tons of perils in the game, but none are unavoidable.

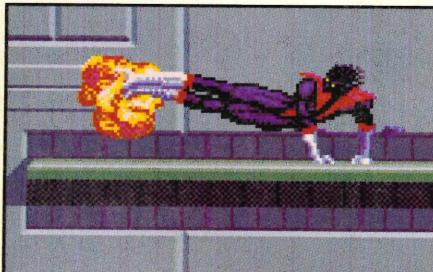
The game is made more enjoyable by the ability to call on your X-Buddies and also the option to switch in between characters when your energy becomes low. This not only increases the variety of play as you attempt to adapt to each X-Man's style, but also adds to the team element of the game as you change between characters. This is important not only to use each one's individual X-power, but also to replenish the weaker characters' energy when you find a power-up or to save an almost depleted character before imminent death. This high survival factor really keeps you on your toes, because if you die you have to go back to the beginning of the level minus the X-Man who died. There's nothing worse than losing your favourite X-Man, because once he's gone, he's gone. So long good chum!



▲ Two-wings, three-toes, five balls. Uncanny!



▲ Eat spinning, eye-beam, death-rays, two-eyed robot fiends. Bwa-ha-ha! Heh, ho.



▲ X-plosive butt-gas action! Uncanny!

DURATION: 60 sec.



DURATION: 60 sec.

SEQUENCE

60 sec.

LACKING THAT ELUSIVE X-FACTOR

A feature that could have been quite smart is the two-player option. Unfortunately, this is somewhat wasted. Neat as it initially is for you and a pal to play a pair of X-chums, it soon becomes very annoying, especially if one player isn't as good as the other. This is especially apparent on the first stage, where there are sets of platforms on pulleys fixed over a chasm. If one player falls off the screen, the other can't progress to the other side until Marvel Girl brings his pal back on screen. Whilst waiting, the second player is eventually knocked off their platform as it reaches the end of the pulley. Thus the cycle of being picked up and dropped continues. Precious energy is wasted all round, the annoyance thermometer gauge grows rapidly redder and poor old Marvel Girl has to work her butt off bringing the two X-buffoons back onto the screen.

Graphically, X-Men looks great, although strangely enough, not quite like you'd expect the game to look. Rather than going for that Marvel comics feel, the programmers have opted for a very realistic look. The main characters are very well drawn and animated and all the baddies are recognisable in all their villainous glory. However, the backdrops are very samey and soon become extremely boring to look at. The music in the game is quite good with some smart X-Men cartoon-type tunes, but the spot effects are very wishy washy. They're certainly not as punchy or powerful as you'd expect from a game based on comics.

All things considered X-Men really isn't bad. It's certainly decent fun to play and extremely challenging and that's no bad thing amongst the plethora of easy-peasy games around at the moment. If you're an X-Men fan, you'll definitely enjoy this game and even if you're not you should gain some amusement from it. However, the extremely samey format of the levels and the occasionally frustrating sections of the game prevent it from being up there with the best. Good it is, X-cellent it isn't.

THE SECOND OPINION



PAUL GLANCEY

For me, X-Men just misses the mark because although it has a look of quality about it, some of the stages are a bit dull simply because they're long and there's not much variety. The Shi-Ar Empire stage is particularly tedious

because you spend ages walking down corridors and wandering in and out of doors looking for switches which open doors or activate lifts somewhere and attacking the occasional guard. Then, after what seems like ages, you enter the shuttle hangar at the end of the level, and just as things start to look really exciting you run out of energy and have to start right from the beginning again. I cannot tell a lie, there were times when it seemed like too much effort to go through it all again. If I was more into the X-Men like Tom I think I would have enjoyed this a lot more than I did, but I simply didn't find it as X-citing as I had hoped and I'm wondering if it would have been better to convert the X-Men coin-op (an action-packed beat 'em up) instead of using the licence for a platform game.



MEGADRIVE REVIEW



▲ Aargh! A horrible dragon. Yargh! An ugly, blue three-toed thing. With a tail.



▲ I'm not an animal. I'm a human being. I think.



▲ Run! Here comes Nighthawk.



▲ I pity you, blue ugly thing! You're better off dead!

RATINGS

REFLEXES

STRATEGY



CHALLENGE

THOUGHT

PRESENTATION

78% Few options and a nice intro with lots of X-Men info.

84% Great-looking sprites, but boring backdrops.

82% Nice tunes but bland spot effects.

79% Initially very tough. Hard to progress.

83% Very challenging but lacking variety.

OVERALL
82% A bit samey and at times frustrating but a decent platform beat 'em up nonetheless.



73

CHAKAN
BY SEGA
PRICE: £39.99

Similar to X-Men in style and layout, Chakan follows the exploits of the ever-living supernatural swordsman as he seeks rest in peace. Suffering from a frustratingly high difficulty level, Chakan is only for the most hardened games players.



91

SPIDERMAN
BY SEGA
PRICE: £39.99

Follows the exploits of everyone's favourite web-slinger as he battles to save New York from the dreaded Kingpin. Great fun, with loads of levels, Spiderman is platform action at its best.

MEGADRIVE REVIEW

MEGADRIVE REVIEW



BY: DOMARK



8-MEG

STYLE



FLIGHT SIM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE JUNE 1993



Steeling himself with a shot of Stolichnya before going supersonic, Mark Patterson (back from a spell in a Californian concentration camp after his last splashdown over San Diego) slips into the cockpit of the awesome Russian MiG 29 fighter plane.

Face it, the usual flight-sim format of piloting a nice piece of state-of-the-art American hardware and shooting Russians and other enemies of Democracy is a little old hat now. MiG 29 takes us bang up to date, not to mention to the other side of Europe, to try out the latest piece of ex-Soviet hardware.

This is the piece of kit that the Americans were desperate to find out about during the Eighties, mainly because it seemed a damn sight better than anything they had. The MiG 29's primary role, as military people define it, is as a strike aircraft. This means that instead of merely blasting other aircraft out of the sky, which it does extremely well, it can also demolish ground targets.

Rather than go completely against the grain and include a World War Three scenario which places you against the good guys at NATO, Domark have played it safe and given you a group of communist insurgents to battle. These guys have the backing of part of the military old-guard, so they've got plenty of hardware such as tanks, helicopters and even the odd airbase, complete with fighter aircraft. The only way to convince them to fall into line with the rest of the country is by destroying key installations, thus crippling their military capabilities.

You get to try your hand at shooting down other aircraft and attacking ground installations, but before you get down to some serious killing, it pays to try out the training mission first. If you don't you'll find your comrades laughing at your inept efforts to get off the runway. It plays just like a normal mission, with the difference being a pic of the Megadrive joypad in the top corner with the relevant bits lighting up to show you what to do and when. Additionally enemy missiles can't harm you, so it's perfectly safe to do some low-level strafing. This serves as an excellent introduction, and is structured in such a way that it encompasses most of the game's features so you hardly need to refer to the manual.

The aircraft's targeting system is entirely computer controlled, so all you have to do is point yourself at a target then open up when you're close enough.



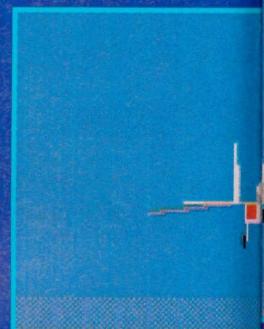
▲ Crash and you're shown a short digitised animation of a MiG plowing nose-first into the ground.



SEQUENCE DURATION: 60 SEC. ONE MINUTE



▲ 1) Take-off... Getting airborne is just a matter of powering-up the engines and pressing down on the D-Pad.



▲ 2) Once you're up the neck, gear, otherwise it'll sheer off parachuting home.



▲ 4) With your objective in sight it's time to select the appropriate weapon. Air-to-air missiles in this case, or get in close and use the cannon.



▲ 5) When the box goes red, it's time to fire. A missile is usually enough to do the job, although they sometimes miss.



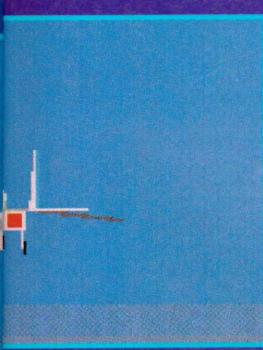
▲ A direct hit on a ground target. The computer informs you of your success.



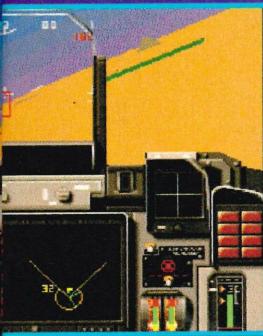
▲ If you get close enough, switch to cannons and re-

J 29

STATE OF AERIAL ANTICS



First step is retract the landing gear and you'll end up



It's time to launch. One

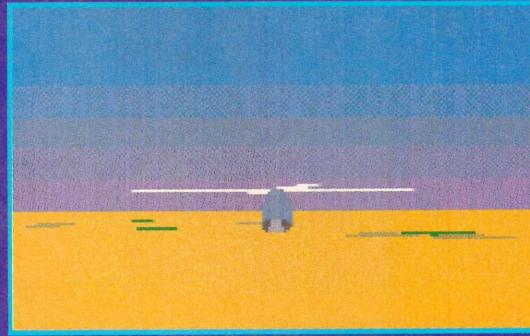
S.



To a target you can only have some fun.



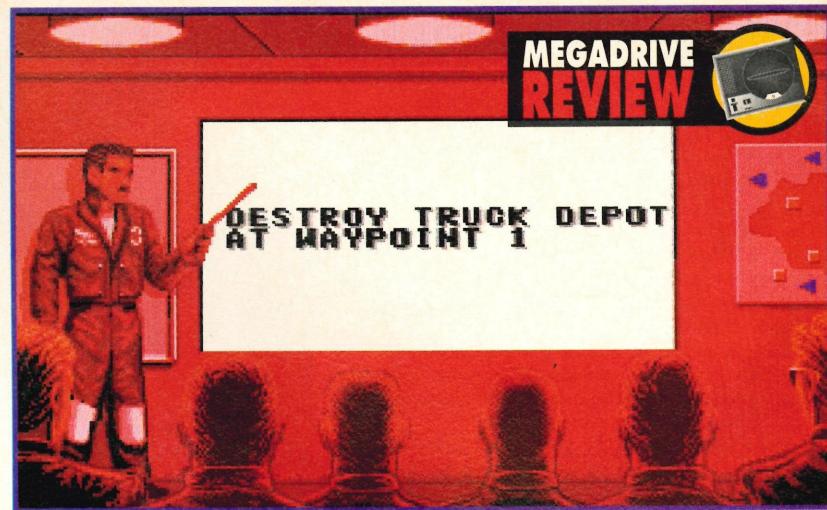
3) Next you need to locate your first target. Switch on the autopilot or steer to the marker on your compass. Keep an eye on the radar for targets.



6) The missile-cam shows you the last moments of this target's life. When it explodes the view returns to the cockpit.



The white box shows that the computer is tracking a target. Fire when it turns red.



▲ The bloke with the knee pads is your commanding officer. He briefs you on what you should and shouldn't attack.

UP IN THE AIR

Flying the MiG couldn't be easier. The D-pad controls banking and incline, while B selects the weapons and A fires them. What is difficult is keeping the thing under control. It's very easy to turn too far then over-compensate, which leaves you a sitting duck for enemy missiles. To make things easier there's an autopilot feature which automatically points your plane in the direction of the next target, although this isn't as fun as trying to guide it there yourself. Hitting C calls up a menu of additional features including the flare and chaff launchers. The problem with this is that while the menu is on screen you can't control the plane, so you've got to hope you're not caught in mid-turn when the shooting starts. Apart from that the controls are almost faultless and once you get the hang of things you can pull off some quite excellent stunts.

There's also an autoland option, which takes care of getting your MiG safely on the ground. I always feel using this kind of feature is a bit of a cop out, but landing can be quite time consuming, not to mention boring.

Such basic controls do give the game a simplified feel, but when you start to put your MiG through complex aerial manoeuvres you start to appreciate how difficult it really is to fly. The plane responds extremely well, and is far more fun to fly than its Megadrive rival the F-22.



PIT STOP

Some of the later missions are really long, and require you to carry loads of weapons at the expense of fuel. So you don't end up desperately hunting for a friendly base when the needle on the fuel gauge hits 'empty', you can call on a tanker to meet you over the battle zone. Although the aim is to line up with the fuel pipe, the tanker also provides frustrated pilots with an easy target for their machine guns.



THE CAM CAM

One feature of MiG 29, and just about every flight-sim released in the last six years, are masses of camera views. From the cockpit you can look out the side windows, and over the pilot's shoulder, from the outside you can take a seat in the control tower and watch yourself taking off or crash-landing. Alternatively you can view the aircraft from a variety of angles while it's in flight. The only camera view serves any real purpose is the missile-cam, which shows you the missile's view point as it streaks towards a target. This comes in handy for seeing if it actually hits it.

MEGADRIVE REVIEW



COMBAT GUIDE

Before you take to the skies you need to know what it is you're out to kill, so a trip to the briefing room is in order. Here you're told where to go and what to do. A typical mission involves flying out into the wilderness and attacking a variety of targets which range from command centres to truck convoys. Occasionally you'll also be asked to capture a base, this does not mean that you open a window, wave a gun around and ask it to come quietly. Instead you have to blow everything up with missiles, then land. As you successfully complete your assignments the enemy become far more organised, stationing anti-aircraft batteries outside bases and sending out aircraft to intercept yours.

Apart from being dead fast and manoeuvrable, your MiG also comes with an impressive range of weapons. A quick trip to the armoury lets you tool up with two types of air-to-air missiles, two types of air-to-ground missiles and unguided rockets. The MiG also has a large machine gun which is useful as a last resort when your missiles have been expended.

The in-flight graphics are simple, with the odd pyramid-shaped mountain and small enemy units. There are some very attractive external views of the MiG, and a missile-cam which shows you a projectile's eye-view of the target. While these are nice, they don't serve much purpose other than to alleviate the boredom of a long flight. Although it seems like a really simple thing, the smooth horizon movement contributes immensely to the game's realism.

The presentation is excellent throughout the game. The options are easy to follow and there are plenty of screens and odd bits of animation between sections. Bar the dodgy system for releasing flares and chaff the programmers seem to have thought of everything.

MiG is definitely the most realistic flight-sim around, although it lacks the action of F-22. That said, the realism does compensate, as does the speed. If you're bored with Interceptor, or want to get to grips with something more recent, then this is a worthy purchase.

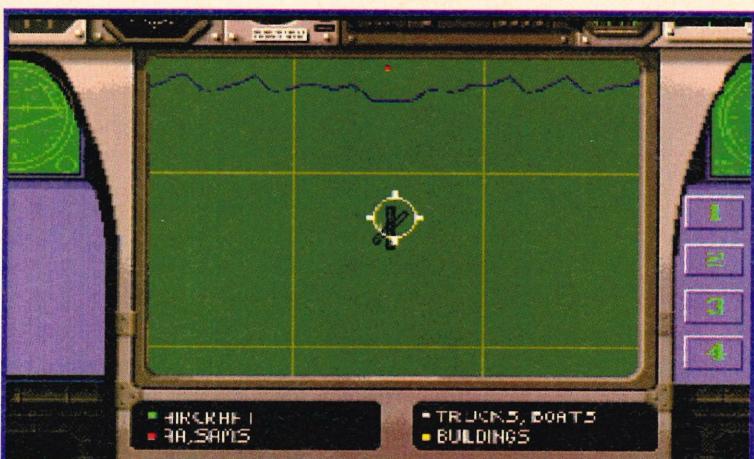
THE SECOND OPINION



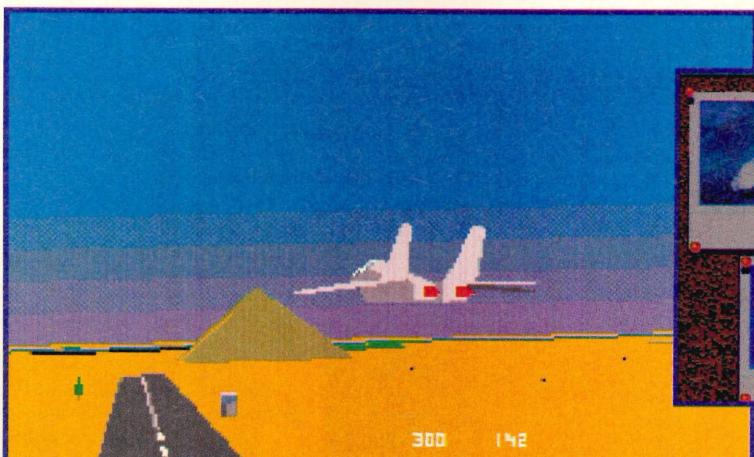
MARK HOLMES

I'm no flight sim pilot, so I'll have to bow to Mark's greater experience in comparing MiG 29 to F-22 and other similar sims. But what I can comment on is whether this cart could turn you onto the genre if you're a Megadrive owner who's never 'taken to the air' before. And the answer is: no, I don't think it could. Yes,

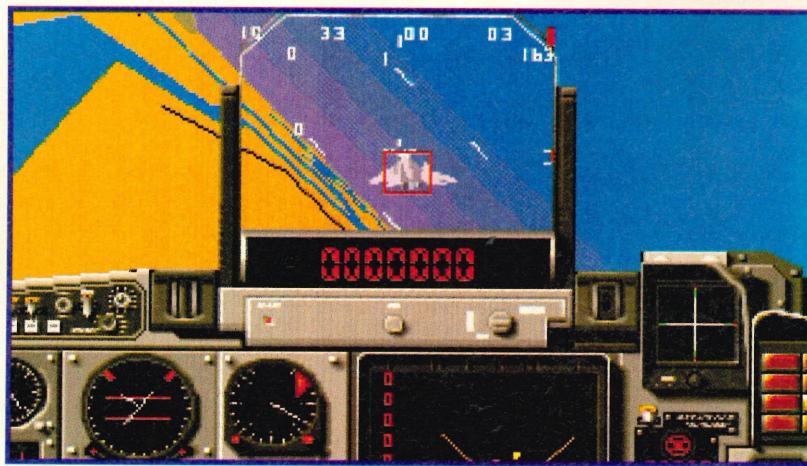
there's a fool-proof tutorial, lots of different views and various weapons and missions to play with, but the pace of the whole thing is so slow and the ground detail is so poor that there's just no satisfaction in the destruction and hence not enough excitement. I know there are probably Megadrive players who are keen to have a 'proper' flight sim for their console, and this will suit them down to the ground. But as for the rest of us...



▲ Use the map to locate targets and plan your route around enemy air defences.



▲ Landing can be tricky. Luckily there's a handy autoland option which guides you safely to the ground.



▲ Enemy aircraft are the hardest things to fight, mainly because they move so fast. Try to destroy them at a distance.

ALTERNATIVELY



ALTERNATIVELY
F-22 INTERCEPTOR
More jet-fighting mayhem, only not as realistic. There are loads of missions which makes it fun if you just want to kill things

RATINGS



REFLEXES 88%
STRATEGY 88%
CHALLENGE 88%
THOUGHT 88%

PRESENTATION 88%
Easy to follow menus and a handy tutorial mode.

GRAPHICS 80%
Nice external views, but there's not much to look at when you're airborne.

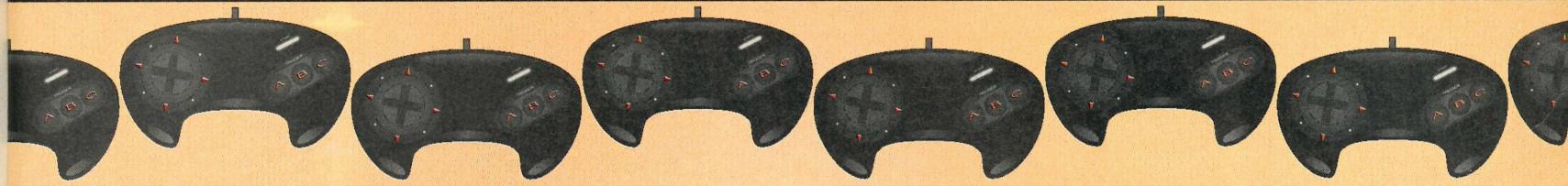
SOUND 78%
Dull engine rumbles and few passable tunes.

SHORT TERM PLAY 87%
Very easy to get to grips with but some becomes challenging.

LONG TERM PLAY 88%
Plenty of missions and lots to kill, does become a little monotonous though.

OVERALL 86%
Realistic and fast, although it doesn't offer any ground-breaking features.

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TOP PRIZE

A Brand Spanking New Sega Game Gear + Mains Adaptor + Carry Case + Free Special Reserve Membership!

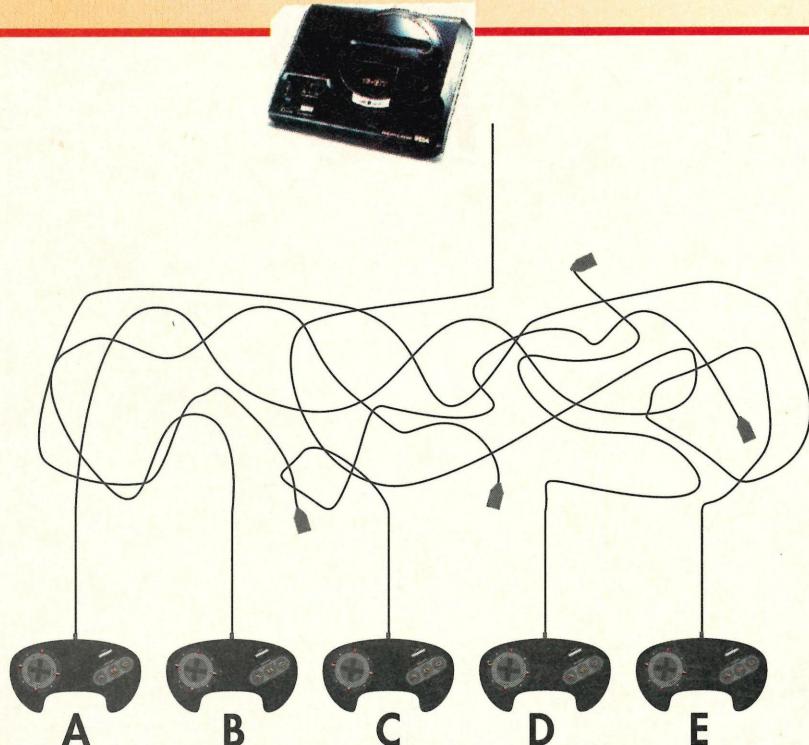
We've put our heads together with those lovely people at Special Reserve and come up with another excellent competition. If you don't know already, Special Reserve operate one of the best games clubs in the business (check out their advert on this month's inside back cover), and they're kindly stumping up the prizes for this compo.

RUNNERS-UP

Ten Lucky Runners-Up Will Each Receive A Turbo 2 Rapid Fire Joypad Designed For The Megadrive!

From

Special Reserve



JOIN THE PAD

To stand a chance of winning a prize, you're going to have to solve this fiendishly easy puzzle. As you can see, there are five joypads, but only one of them is actually connected to the Megadrive. Using your skill and judgment (and probably a biro and squinty eyes to trace the leads), suss out whether it's joypad A, B, C, D or E which is connected to the Megadrive. Then write down your answer on the back of a postcard or sealed-down envelope, along with your name and address, and send it to:

MEGATECH COMPO,
LUCY LEMMING,
SPECIAL RESERVE,
PO BOX 847, HARLOW, CM21 9PH.

Oh yes, please make sure your entry arrives before Friday, May 21 to be eligible for the prize draw.

MEGADRIVE REVIEW



KING OF THE MONSTERS
PRESS START EDITION
TM, ATOLL INC.

BY: TAKARA



8 M-BIT

STYLE


BEAT 'EM UP

PRICE £39.99

PLAYERS 1-2

SKILL SETTINGS 2

RELEASE DATE JUNE 1993



▲ Rocky gets to grip with Beetle-mania.



Run! Run for your lives! Titanic monsters are mercilessly overwhelming city after city. No one is safe! It could be the end of human existence as we know it! But as ROB BRIGHT discovers, if you are given the chance to be King of the Monsters, who cares!

It's not an everyday occurrence. Getting your town flattened by bickering monsters that is. Fortunately, in King of the Monsters, the petty fears of whining humans are no concern of yours, because in this game the player takes control of one of the destructive giants and take on rivals in a battle to test the mettle of multiple mutants.

Converted from the Neo Geo coin-op, King of the Monsters gives the player a chance to choose from one of four combatants; Geon, Beetle-Mania, Rocky or Astro Guy. Each character has their own crazy style of fighting and a unique special move to surprise their opponent with. After getting to grips with control over a couple of the characters, I soon realised that while visually their attacks look very different, in practice learning to control one means you can control them all. This may tempt you to wonder what the point is behind choosing in the first place and the answer is that there isn't any besides the differences in the visual spectacle.

King of the Monsters may well be a one-on-one beat em' up, but the player does do more than simply thrash it out with their opponent. Because you're trampling over cities, points can be earned by the sheer devastation you cause in the process of fighting. Crush factories, skyscrapers, housing estates and almost anything you please. However, the lack of definition in some of the graphics means that the wreckage doesn't look as satisfying as it could.

The monsters can also crush attacking boats and, with a bit of practice, can snatch the fighter planes from the air and throw these at opponents. A nice idea, but the lack of definition in the graphics and staccato animation makes it fall a bit flat.

When an opponent hits the deck, the next step is to jump on him and pin him to the floor. If he has no energy, chances are he won't be able to get up again... or so you might think. There's a count of three in which the player has to press the button as fast as possible in an attempt to revive themselves but the problem is it's just far too easy for either monsters to revive themselves. This means that despite the fact that all energy might be drained, a monster can still get up easily and start fighting as energetically as ever and the bouts can end up going on and on getting more irritating by the second!

Each monster has a unique special move to inflict on his enemies. By collecting the 'P' symbols which appear after your enemy has suffered a heavy fall you can power up the special move. Geon breathes fire, Rocky has the ability to create boulders out of nowhere and throw them, Beetle-Mania uses his horns which separate from his head, and Astro Guy fires up a laser beam. As different as these attacks are, the way they are executed and the damage they inflict is the same. The big problem with powering up to use a special move is that, because the process takes a good few seconds, your opponent is always expecting it and can get out of the way easily.

There is plenty of potential in King of the Monsters for an original and entertaining beat em' up, but the lack of responsiveness and some of the strange gameplay quirks make it frustrating and at times tedious. I did manage to muster up some enthusiasm for it, trying to gain greater control over the monster moves, but you can't get rid of crummy programming and because of this, King of the Monsters remains a game to make you go, "Aarrgh!"



▲ Rocky aims a shot at Beetle...



▲ ...but the shelled one recovers.

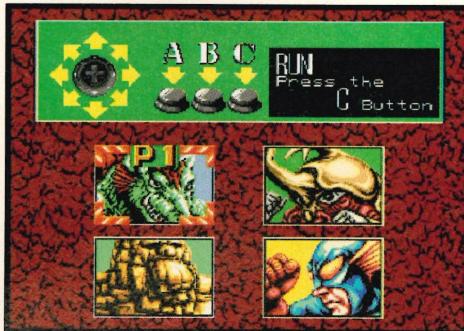


▲ Astro Guy takes a pounding.



▲ Flying kicks are just one mo

KING OF MONSTERS



▲ Suss out how to control your monster...



▲ ...then head for the cities!

NG THE M ONSTERS

MONSTER MUNCH

In spite of the fact that learning one monsters attack makes it quite easy to use them all, the visual spectacle is entertaining. Geon the dinosaur might be partial to nibbling on his enemies necks and swinging his spiky tail, Rocky tends to inflict damage with standard punches, Beetle-Mania goes in for the occasional pile driver, and Astro Guy has a fondness for drop kicks. All of them can throw but this act in practice can often get confusing and messy. You might well be setting up for a throw and before you know it you're the one going tumbling!

P ALTERNATIVELY



FIGHTING MASTERS BY TRECO

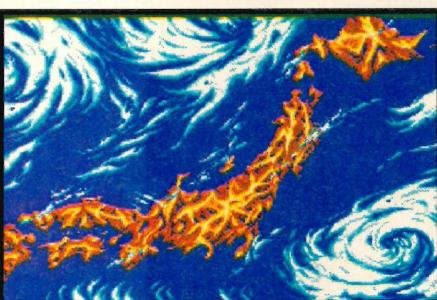
PRICE: IMPORT

Plenty of moves to master and characters to choose from in this one-on-one monster beat 'em up.

84

A FIGHT ON THE TILES

As has already been mentioned, the city and industrial environments in which the monsters attempt to resolve their squabbles can be used to aid them against their opponent. The more things they succeed in destroying the more points they acquire which in turn increases their energy and provides them with extra life. It is a shame more of an effort wasn't made with the graphics and animation because this kind of action has the potential to look spectacular. As it is it looks fairly dull.



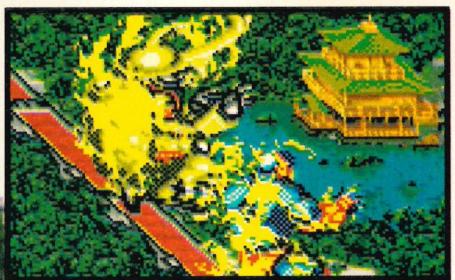
▲ Take your battles to the heart of Japan.



▲ Special attacks are the best way to get the upper hand.



▲ A backdrop flattens buildings as well as inflicting large amounts of pain on the victim.



▲ Human intervention can be painful.

THE SECOND OPINION



MARK HOLMES

Rob's got it spot on - King of the Monsters is a great idea that doesn't live up to its potential. There's little satisfaction to be had after you've demolished your tenth skyscraper and the sprites move around the screen with all the finesse and responsiveness of a breeze block on a roller-skate. The fact that it seems to be virtually impossible to win a two-player fight doesn't help either - get him pinned to the ground and he'll always bounce back up, even if you've pounded his energy level to nothing. Nice idea, tedious game.



▲ Grab the 'P' to gain a super attack.



▲ The battle heads to the docks.



▲ Drain energy with a choke hold.



▲ Geon triumphs over Astro Guy.

% RATINGS



REFLEXES
60%

No password system. Not many options.



STRATEGY

67%

Sprites and backdrops could have looked better. Poor animation.



CHALLENGE

50%

Tunes kinda like Des O'Connor nightmares. Scratchy sound fx.



THOUGHT

55%

Fun at first, but unresponsive controls and game quirks make it confusing.



PRESNTATION

40%

Boredom sets in after the fifth bout.



OVERALL

40

Potentially great beat 'em up spoilt by... well, a lot of things. Hang the play-tester!

MEGADRIVE REVIEW



BY: SEGA



STYLE



BEAT 'EM UP



MEGADRIVE REVIEW

CYBORG JUSTICE

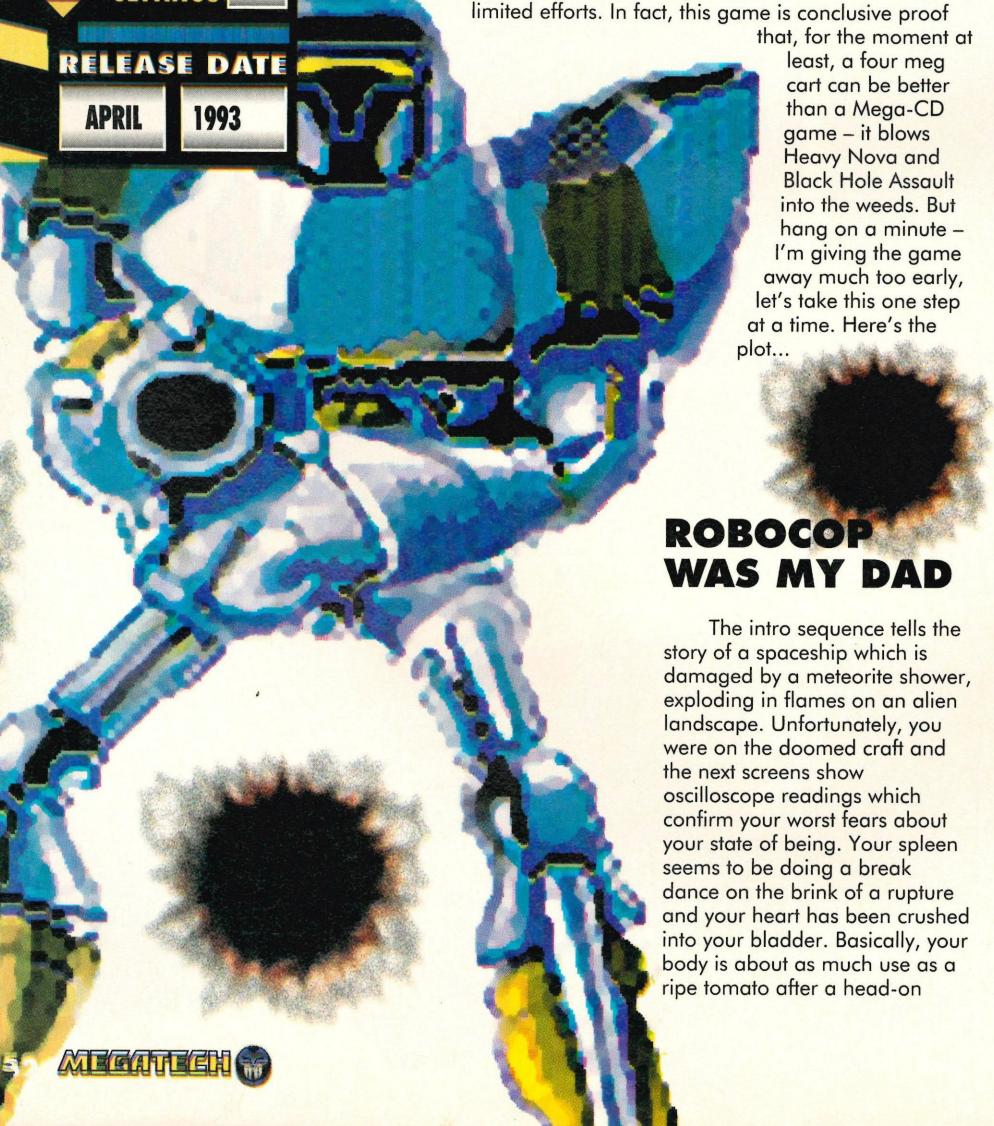


To 'get into character' to play to play Sega's new cyborg beat 'em up, Mark Holmes insisted on wearing a corrugated iron body stocking and aluminium leggings - he's taking it all a bit too far, don't you think?

Well, kick my dustbin with a steel toe-capped biker boot and clothe me in corrugated iron, what have we here? It's only the first robot beat 'em up for the Megadrive, that's all. (And before anybody starts shouting "What about Heavy Nova and Black Hole Assault?" you can save your breath - they were programmed for the Mega-CD, so they don't count.)

Although at first glance Cyborg Justice looks frighteningly similar to its aforementioned Mega-CD cousins, it's in a completely different league to those two sad and limited efforts. In fact, this game is conclusive proof

that, for the moment at least, a four meg cart can be better than a Mega-CD game - it blows Heavy Nova and Black Hole Assault into the weeds. But hang on a minute - I'm giving the game away much too early, let's take this one step at a time. Here's the plot...



ROBOCOP WAS MY DAD

The intro sequence tells the story of a spaceship which is damaged by a meteorite shower, exploding in flames on an alien landscape. Unfortunately, you were on the doomed craft and the next screens show oscilloscope readings which confirm your worst fears about your state of being. Your spleen seems to be doing a break dance on the brink of a rupture and your heart has been crushed into your bladder. Basically, your body is about as much use as a ripe tomato after a head-on

collision with a baseball bat. But what about that most precious organ of all - what sort of condition is that in after the crash? Well, you're in luck, because your brain (yes, that's what I'm talking about, Mr Pervo) has survived intact.

So what have we got so far? You're a futuristic-type person whose body has been mashed up into a lump of chilli con carne topped off with a brain that can still think. Can you see a pattern emerging? Well, if you've seen a certain film about a certain futuristic law-enforcer who finds himself in a similar predicament, you'll know exactly what happens next.

Yes, you've guessed it - some high-powered scientist/medical types erase your memory, rebuild you with robotic body parts and send you to work as a kind of YTS droid.

But in an amazing plot twist, your memory of your previous human life returns, you get a bit cross about the terrible things they've done to you, and 'go rogue'. The authorities get wind of your rebellious act and send out a bulletin to all cyborgs to "Seek and destroy". Makes you wonder how they dream these plots up, doesn't it?



▲ Milwell fans will love this game - kick enemies when they're down to blow them away.



▲ "It's an end of level boss robot - we'll lie down, pull him into a false sense of security, then do him!"



CYBORG JUSTICE

You Don't Want To
Do It Like That!



▲ This is the spectacular explosion when your cyborg is blown to bits - "It was just a lucky shot, honest!"

HEAVY METAL ACTION

The plot might be second-hand, but this game certainly isn't second-rate. You get a choice of two different types of gameplay, you get to assemble your very own made-to-measure Combat Cyborg and you get a fine range of robotic fighting moves to boot. What more could any fan of metal-bashing beat 'em up action want?

FOUR WAYS TO FIGHT

As I said, you can choose between two styles of gameplay, and each style has a one or two-player option - that's a choice of four ways to play, if my maths serve me right. There are a big five difficulty settings to choose from and you can give yourself up to five lives. The types of play available are identical to those in Streets of Rage II (except you're playing as a lumbering, tin-bound cyborg, of course).

Duel Mode gives you that familiar one-on-one beat 'em

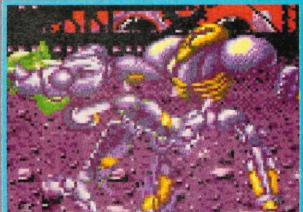
up action against a human or computer opponent over three fights. As in most games with a two-player mode, you'll get maximum fun out of Cyborg Justice when you challenge a friend to a Duel.

In Arcade Mode, you travel from left to right, beating the nuts and bolts out of enemy cyborgs and avoiding missiles and traps as you head towards the end of each sub-level. Conquer three sub-levels, beat up the not-very-impressive end of level cyborg, and you're onto the next level proper... and so on, until the final confrontation (I won't spoil it for you).

Opt for a two-player game in Arcade Mode and the two of you are brothers-in-arms, co-operating against the cyborg hordes, but in one-player you'll have to go it alone. At the end of each level, you get a Fighting Sub-System Report, which gives you ratings for your technical, fair play and brutality style.



▲ "Hey, does anyone need a can opening?"



▲ Shake hands and you could lose your arm!



▲ The Saw-Arm - ideal for home improvements.



▲ Cook your own cyborg with the Flame-Thrower.

DURATION: 60 sec.

A Minute of Metal Moves



▲ 'The Trukka-Chukka'



▲ 'The Break-Dance'



▲ 'The Power-Drain'



▲ 'The Spark-Flyer'



▲ 'The Metal-Mangler'



▲ 'The Hi-Stomp'



▲ 'The Cybo-Toaster'



▲ 'The Last Ditch'



▲ 'The Bye-Bye 'Borg'



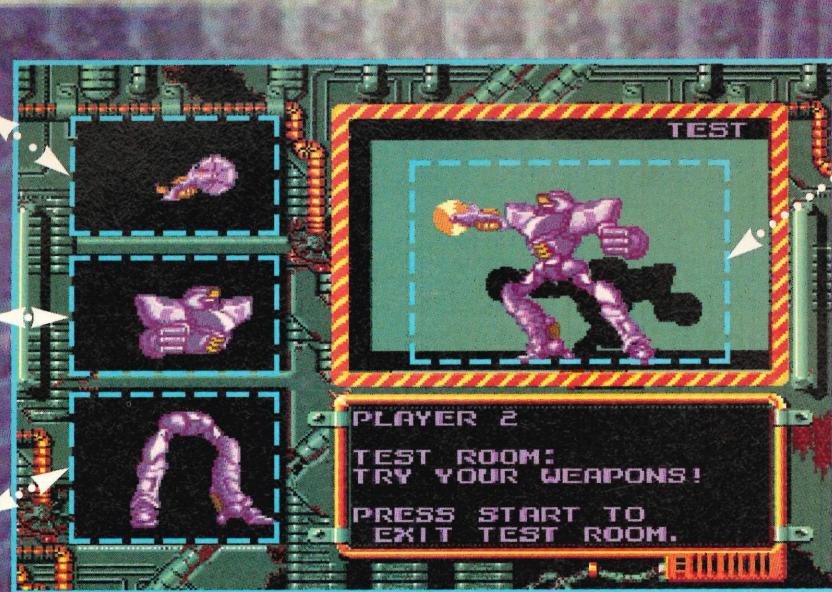
▲ 'The Scrap Dealer'



▲ Arm bone's connected to...

▲ Body bone, body bone's...

▲ Connected to the leg bone.



▲ Pose City! Test Screen in action.

CYBORG CONSTRUCTION KIT

Assembling your very own customised fighter is just like putting together your very own Robocop-type cyborg, but without having to worry about any of those messy human organs getting in the way. Piece together your mechanical Frankenstein on the Test Room screen, from the ranges of six different types of hands, bodies and legs available. As you're choosing your body parts, you can flip up to the Test Screen (top right) to experiment with different combinations, putting your 'borg through his paces. It's a neat way of constructing your fighter and getting used to the moves at the same time.

SCRAP METAL

"So what's it like then, you know – is it a good beat 'em up or what?" I can hear you all screaming. Well, yeah, it's pretty good. There's a wide range of fighting moves to choose from (my favourite's the one where you can rip off an opponent's weapon arm and stick it onto your own body if it's got a better weapon than yours), and you can even rebuild an opponent after you've reduced him to scrap metal, just so you can give him another beating. Don't ask me why, but I'd much rather play a beat 'em up with robotic-style characters than something like Fatal Fury or Streets of Rage II. Although this game doesn't offer the variety of background, excellent music and polished, highly responsive feel of SOR II, it is great fun to play, especially in two-player Duel mode against a mate. The Test screen, where you can construct a wide variety of scappin' cyborgs and try out the moves as you go is an excellent feature, but it's sometimes easy to lose track of which 'borg's yours if you're up against a similarly-constructed opponent. Maybe the controls (especially for the special moves – they take ages to power-up) could do with being more responsive too, although you are playing as a lumbering lump of metal and meat so that could be excused. But these are niggling little things that you get used to the more you play the game, and although it is a bit on the 'raw' side, Cyborg Justice is a highly enjoyable, metal-bashing beat 'em up."

ALTERNATIVELY



95

STREETS OF RAGE II
Same gameplay options as CJ, but with a much greater variety of backgrounds, better sounds and a much more polished feel.

THE SECOND OPINION



Much as I'd agree with Mark that Cyborg Justice is a highly enjoyable beat 'em up, I really can't say I enjoyed it half as much as he did. The whole game seems so rough around the edges. There's an awful amount of sprite flicker and a number

of holes in the gameplay. Sometimes the robots don't seem to respond to the controls properly. The levels are all very linear and monotonous and the whole effect isn't helped by the boring backdrops. The duel option is very good indeed, but after each match the game resets back to the Sega logo screen. What's more, the intro and intermission screens seem to have been tacked on at the last minute. Coming from the programmers of Ecco, I can only imagine that they must have run out of time and were forced to release it in this unfinished form. With more development time it could have been brilliant, but as it stands Streets Of Rage 2 still reigns supreme in my books. It has better graphics, more variety and is simply better fun to play.

ALTERNATIVELY



61

BLACK HOLE ASSAULT
Looks remarkably similar to CJ. The action is fast, with many fighting moves, but lacks an Arcade Mode and has limited variety of combatants.



Clang! The friction gets intense.



"Are you staring at my laser gun?"

RATINGS



PRESENTATION

85%
Excellent Test Screen, but the game lacks polish.

GRAPHICS

86%
Well-animated & good-looking, but dull backgrounds.

SOUND

75%
Bland soundtrack, mediocre sound effects.

SHORT TERM PLAY

78%
Response times and moves hard to pick up.

LONG TERM PLAY

83%
Two-player Duel will keep you coming back.

OVERALL

84
A cyborg beat 'em up with some neat touches, but not enough polish.

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FLASHBACK



If there's one thing **PAUL GLANCEY** has always wanted it's to be an agent of the Galaxias Bureau of Investigation, so when the chance came to join their hallowed ranks by playing **Flashback**, well, he jumped at it didn't he?

Can't afford a Mega-CD? Well, don't you worry about it because there's still plenty of life in cartridge software and Flashback is here to prove that real mega-games can be squeezed into something a lot less than 500 megabytes of storage space.

Flashback is a massive platform adventure from those French guys at Delphine Software and it comes packed into a big 12 M-bit cart.

Like Delphine's other Mega-drive game, Another World, Flashback casts the player as a scientist in big trouble. Actually, Conrad Hart is about half scientist and half crackshot secret agent, which is probably just as well because he seems to have stumbled into an alien plot to replace key Earth politicians with cloned alien stooges operating from Titan. As is usual in these plots, hardly anyone else believes a word of it, so it's up to him to deliver the world from imminent disaster...



With laser bolts flying, Conrad runs, runs like the wind to escape from the alien Mind Torturing Centre.



He leaps onto an airmotorjetbikescooter which has been abandoned in the car park, kicks it into life and opens the throttle!

MEGADRIVE REVIEW



BY: US GOLD



12 M-BIT



PRICE £44.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

MAY

1993

ALIEN JAILERS STOLE MY MEMORY!

The game starts somewhere in the middle of the plot and the opening scenes show Conrad escaping from captivity on Titan. After being shot down by a pursuing alien ship, he crashes his spacebike into dense jungle outside the city of New Washington where he's left for dead.

But this would be a short game indeed if he was dead. Conrad soon comes to, but doesn't remember who he is, where he is or how he got there. About the only thing he does remember is that something sinister's going on and he's the only one who can stop it... if only he can get out of this jungle and back to Earth.

This is one of those jungles that has obviously been inhabited by a race of Techno Tarzans, because each screen is festooned with platforms attached to massive creepers, mechanical lifts and even photonic bridges which span gaps with a beam of light.

SPACE ALIENS VS THE PROFESSIONALS

Of course, what this means is lots of jumping around from ledge to ledge, and looking for switches to energise those elevators, and keys which activate those switches. And, broadly speaking, that's pretty much what the whole game's about.

The other thing that the whole game's about is the mutants carrying massive rifles and security robots armed with electric prods which roam in between the ledges and lifts. Luckily the other thing that Conrad remembered was to pack his gun and being a pretty lithe secret agent type, he can leap onto ledges, do a dynamic roll under the bad guy's line of fire, whip out his gun and let rip. A very nice touch is that if he gets too close to use his gun he automatically goes into pistol-whipping mode and smacks his opponent over the head with the butt of his gun! Phwoar! Just like The Professionals only without the Ford Capri.

SEQUENCE

DURATION: 90 secs.

TIME

FLASH BACK

MELTDOWN IN: 90 SECONDS

US GOLD

Conrad is beamed right into the deserted power station.

DELPHINE SOFTWARE

MEGATECH

12 M-BIT

MEGATECH

STYLE

MEGATECH

PLATFORM ADVENTURE

MEGATECH

PRICE £44.99

MEGATECH

PLAYERS 1

MEGATECH

SKILL SETTINGS 3

MEGATECH

RELEASE DATE

MEGATECH

MAY

MEGATECH

1993

MEGATECH

CONRAD HART AND THE ROTOSCOPERS

If you've ever read games reviews in magazines which talk about rotoscoped characters and wondered what the blimey-heck the writer was going on about, here's an explanation.

Rotoscoping is a process used by film and computer animators to make characters' movements very realistic. This is done by filming actors doing the rolling around, jumping or Scottish country dancing and then letting the animators trace off the positions of the limbs in each frame of film to use as the basis for their drawings.

Rotoscoping was used for the character animation in Prince of Persia, and of course for the Conrad sprite in Flashback, which is why we're bothering to tell you about it here. Seven actors (actually, they were the programmers) were filmed doing all the running and jumping and dramatic whipping out of pistols, then the graphic artists used these pictures to draw the animation frames of the Conrad sprite and the other characters in the game. It all works to excellent effect and the quality of the animation and the versatility of the characters are two of the most impressive aspects of Flashback.



▲ He leaps dangerous objects!



▲ He rolls under flying bullets!



▲ He throws stones!



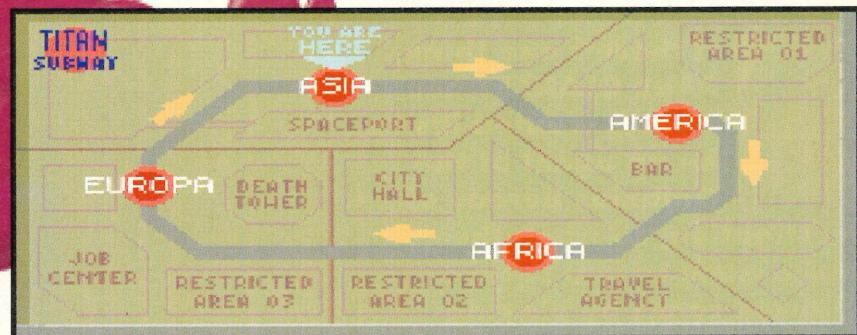
▲ He climbs up ledges!



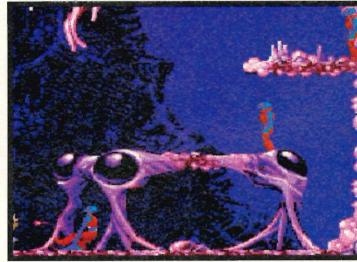
▲ He pistol-whips the opposition!



▲ He even falls to certain death!



▲ Being able to find your way around New Washington's subway system is essential if you're going to complete the five cash-earning missions in the second part of Flashback.



▲ Groo! An army of deadly blobmen assail our hero on the final level!



▲ More Blobmen! They deserve to die for their terrible taste in lampshades!

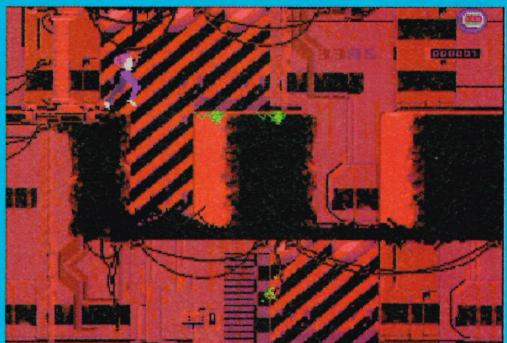


...
part of the



...78 SECONDS...

There's the lift down to the control room! But it's on the level below!



...75 SECONDS...

Leap over the deadly sparky bits in the Gaping Gap of Doom!



...69 SECONDS...

Hit the switch to open the hatch and get down lower level.

FLASHBACK

MY TRIP TO ALIEN WORLDS - CLAIM!

As he progresses Conrad has to handle little subquests to further his primary mission. After escaping the jungles, he finds himself in the run-down city of New Washington from where he can catch a flight back to Earth if only he can find enough money to cover the enormous cost of the ticket. The local job centre offers him five increasingly dangerous assignments which start off with simple parcel delivery (in which the hardest task is negotiating New Washington's simple subway system) and culminate in clearing a whole restricted area of dangerous mutants. That earns him a couple of thousand credits, but that's not enough to pay for a ticket.

The only way forward is to pay 1500 credits for some fake ID so he can enter the Death Tower game show and try to win a ticket to Earth. Unfortunately to win at Death Tower, Conrad has to fight his way through the eight floors of the tower of the title, dodging mines, bombs and supercharged killer cyborgs.

Earth, it turns out, is no more welcoming than Titan, all crumbling concrete and polluted skies. Still there's no time for Conrad to look at the scenery because the police (complete with jetpacks and – EUUGH! purple trenchcoats) are everywhere and for some reason they're after our boy. What they seem to be protecting is the aliens' hideout, which turns out to be under a night club.

If he can get to the bottom of this Conrad finds a teleporter which takes him direct to the aliens' distant home planet, a rather nasty, jungly, blobby sort of place populated by shape-changing fiends and giant scorpion-things.



▲ Destroying alien brains is all in a day's work for top super space spies.



▲ Blimey! It's bureaucracy gone mad in the New Washington Job Centre.



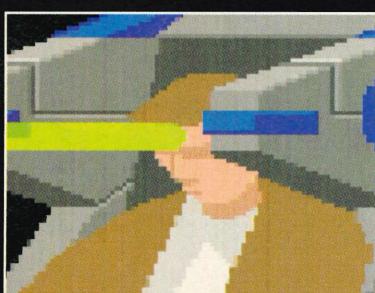
▲ Conrad races to catch the free Courtesy Bus from Asia to America.

CONRAD GOES TO THE MOVIES

For anyone who's into science fiction movies, Flashback offers another challenge: Spot The Plot! Here are some of them.



▲ Special alien-spotting specs, just like in They Live.



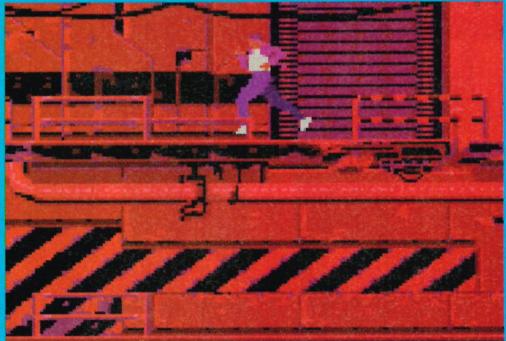
▲ Memory erasing? Plot revelations from a prerecorded message? Why, it's just like Total Recall!



▲ A murderous game show, not unlike The Running Man.

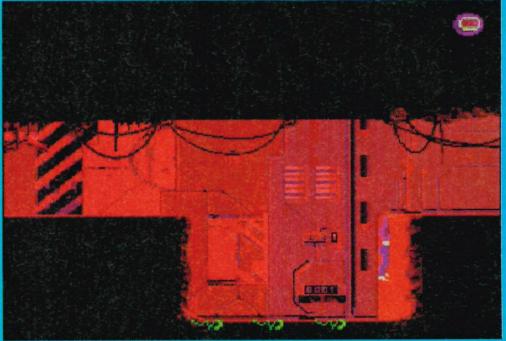


▲ Flying 'cars', retiring replicants... Very Blade Runner.



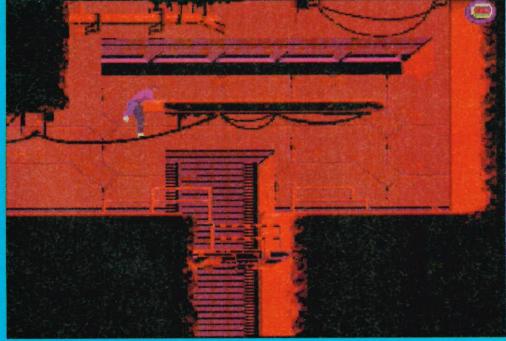
...37 SECONDS...

After running back to the lift, Conrad descends into the bowels of the reactor.



...28 SECONDS...

Another giant Death Chasm. Leap, but don't touch the floor!



...17 SECONDS...

Where's the elevator? The call button's hidden on the edge of the platform.

FLASHBACK

I WAS AN UNDER AGE SECRET SPACE AGENT!

All six levels are huge (the total number of screens in the game tops 200) and it takes a good 40 minutes or more to finish the simpler levels, even when you've been through them umpteen times to work out exactly what you're supposed to do. Although there's a lot of finding items and using them in the right place, the action throughout is more platforms than puzzles.

The jumping around is very much like that in Prince of Persia. Conrad is a real action man and has a lot of similar moves to the Prince. Amongst many other things, he can grab at ledges, cling on and pull himself up, or take standing or running jumps. Just as in Prince of Persia, playing Flashback is a case of learning the layouts of screens and knowing which platforms Conrad has to lower himself down from or which he can just fall off and survive.

The puzzle bits are pretty simple, which for a game of this type is more or less how it should be, because it keeps the action flowing along nicely. If you find a key, for example, you'll usually find the lock it fits in the next-but-one-room, and it's usually pretty obvious where you're supposed to use the more exotic items, such as the personal teleporter units. Does this mean potential tedium? Well, not really, because the mini-puzzles combine with all the blowing monsters away to keep the excitementometer close to the red zone.

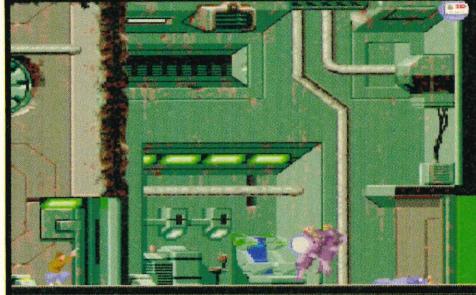
ANTI-GRAVITY ACTION

At the end of the levels and at various points in the game where key plot details are revealed, the action pauses while the scene is played out like a short cartoon. As in Delphine's other Megadrive game, polygon graphics are used to show the action, but the extra memory on the Flashback cartridge means there are many more of these scenes, they're much longer and the graphics are much more detailed. Here's a sequence from the end of the first level where Conrad has to use his recently acquired anti-gravity belt to leap from the jungle, down a chasm to land in the streets of New Washington.

SUPERNATURAL GRAPHIC SCENES SHOCKER!

Great gameplay on its own is enough to keep most players happy, but to knock your socks even further off Flashback is equipped with some of the most impressive Megadrive graphics ever and sounds which are quite simply perfect. The character animation has been rotoscoped (see box) to make them look super-realistic and the detail and colouring in the backgrounds... well, just look at the pics and see for yourself. The cityscapes look like completely knackered Blade Runner cities, the jungles look like dense, danger-ridden tangles of mutant creepers and the alien planet looks totally alien.

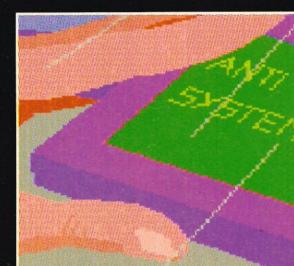
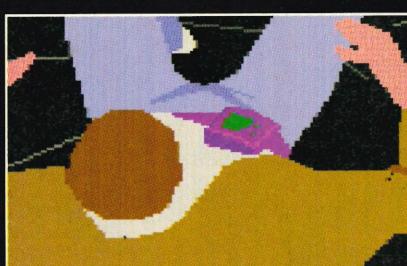
All this talk of graphics and I haven't mentioned the cartoon sequences yet. You may remember that Delphine put short scene-setting cartoons between the levels in Another World. Well, they've done the same with Flashback, only more so. Whenever Conrad picks up something, or replenishes his shield at an energy generator or whatever, the action cuts to a little cartoon to show the action close-up. Between levels, the plot details unfold in sequences of up to a minute's worth of pretty sharp animation.

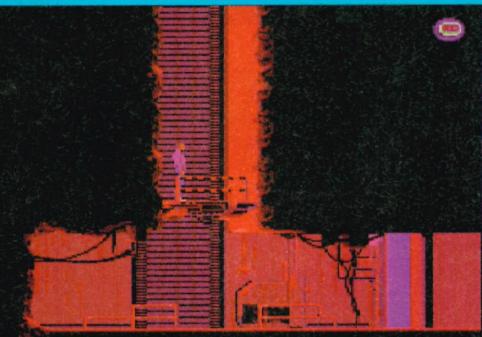


▲ Two evil alien coppers get their just desserts.

I HEARD SOUNDS FROM SPACE!

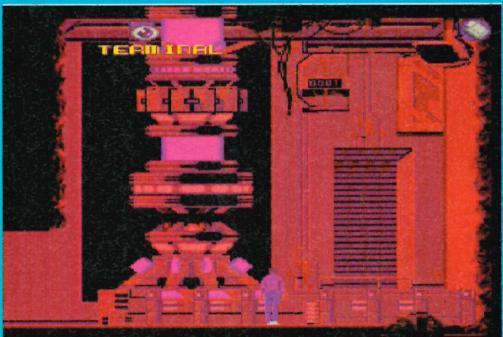
Instead of running background music all the way through the game, which would have required more memory and may well have ruined the whole atmosphere, the programmers have opted only to put little snatches of dramatic tunes in when something dramatic happens, a gun battle for example. The rest of the time you get a background noise of distant machinery or gunfire, overlaid with digitised sound effects, such as the roar of Conrad's pistol or the sinister 'splutch-splutch-splutch' of approaching blob men.





...12 SECONDS...

Dooo! Hurry up! Why do lifts always take so long?
Stamp! Stamp!



...10 SECONDS...

QUIIIICK! Put the card in the terminal and you've done it!

MAN FALLS IN LOVE WITH SPACE VIDEO GAME!

In the month since we received Flashback, it's the only game I've really wanted to play on my Megadrive at home. Okay, Tiny Toons is brilliant, but I'd rather be a rock-hard secret agent with a gun than a bunny any day of the week and everything in Flashback is so right that I really did get into the part. I've completed it on the easy and medium skill levels, and even though the hardest setting just gives you more, tougher bad guys, I'm going to go back to beat that one as well. And that's because, after playing almost every Megadrive game there is, I can't think of one platform game that I've enjoyed as much as this one. It's just that good.

ALTERNATIVELY



ANOTHER WORLD
BY: VIRGIN
PRICE: £39.99

86

Also by Delphine, this is more puzzles than platforms and some of the puzzles are pretty damned tricky. Slightly dodgy controls are the only real flaw.

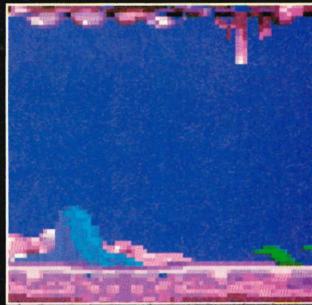


EEEEW! BLOB MEN FROM BEYOND THE PLANETS!

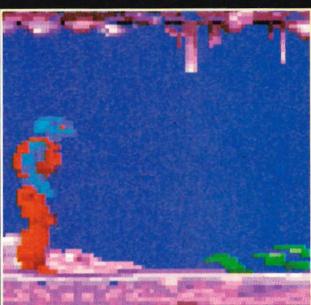
Some of the most impressive characters in the later stages of Flashback are the alien blobmen who first appear on screen as, well, blobs of jelly. These things jump and blob their way around ceilings and floors before metamorphosing T1000-style into man-sized warriors who fling balls of deadly white energy in Conrad's direction!



▲ Honest, officer. I was just standing there...



▲ ... An' this big blue pile of jelly appeared in front of me...



▲ ... An' then it metamorphosed, like, into this hostile alien being...



▲ ... So I pulled a gun and shot it. No, look, you're not listenin'...

90

PRINCE OF PERSIA
BY: SEGA
PRICE: £39.99

Similar platform adventure action abounds in this CD-only game, with similarly versatile characters. For thrills, variety and graphics, though, Flashback kicks the butt off Prince of Persia.

% RATINGS



PRES
Good range of options and well thought-out game save. Amazing animated plot bits.

97%

REFLEXES

Sprites and backgrounds are simply phenomenal.

96%

STRATEGY

Digitised sound effects are spot-on and incidental music is cleverly used.

91%

SOUND

You'll definitely be hooked right from the start.

95%

SHORT TERM PLAY

And you'll hardly be able to stop playing till you've finished it.

94%

LONG TERM PLAY

For action and atmosphere, Flashback is hard to beat. An undeniable classic.

OVERALL
95

THE SECOND OPINION

TOM GUISE

Cor blimey, you know Paul really has hit the nail on the head. Flashback is an incredible game. You have never seen animation like this before – it's next to perfect. Admittedly, the sprites are smaller than those of Another World, but that's because Flashback is much more of a platform-based action game with a larger scope for exploration and far greater freedom of playability. Boy, and what playability! Flashback has so many facets of gameplay to it that requires all-round ability to beat it. I've never played a game that has pushed gaming skill to the limit like this since Super NES Prince Of Persia, and this has far more variety and challenge than that. Admittedly though, Flashback may not appeal to everyone. It requires a lot of thought and commitment and if you're looking for a bit of light gaming relief you may not enjoy it. However, if you're up for the challenge, Flashback is just about one of the most rewarding games in existence. Truly Fantastic!

MEGATECH 60



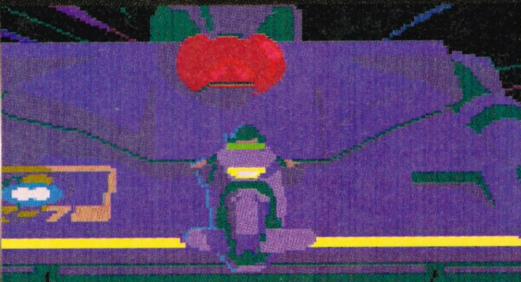
BACK



With thrusters firing at full power, Conrad makes his bid for freedom! "1,000 Space Credits! 2,000 Space Credits!" What a grim gag.



But the alien scumfiends are unperturbed by the fact that their quarry is out of sight and climb aboard their Space Death Pursuit Cruiser.



Uh-oh! Looks like Conrad should have stolen a faster airmotorjetbikescooter. There's no escape, of course, but this is where the story really starts.



S U B S C R I B E !

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ELECTRONIC ARTS' CHRISTMAS CRACKERS

Who says Electronic Arts are just releasing the same games with new art? Ahem! After all, they're here to shake down some of their *Ultimate Negative* games with a prequel to *Beavis & Butt-head*, by calling out a fat man with a road drill. Watch out for reviews of all these games in the next issue of *Next-Gen*. **THE END**



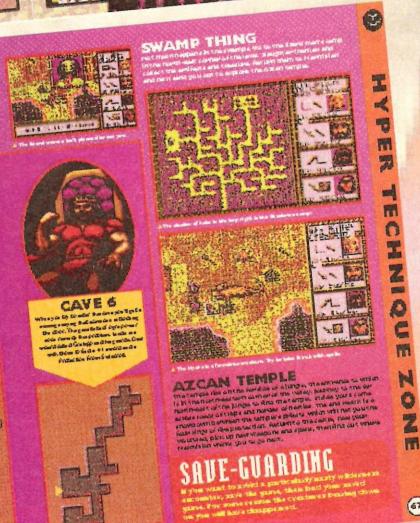
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MEGADRIVE REVIEW



BY: TRADEWEST



8 M-BIT

STYLE



PLATFORM/BEAT 'EM UP

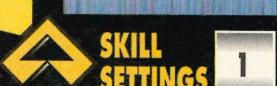
MEGADRIVE REVIEW



PRICE £39.99



PLAYERS 1-2



SKILL SETTINGS 1



RELEASE DATE

JUNE 1993



Can the gaming world really stomach the endless amphibian onslaught, or is the whole affair getting too slimy? Rob Bright hops on the case and, in between the cheap gags, asks if Battletoads has a spring in its step.

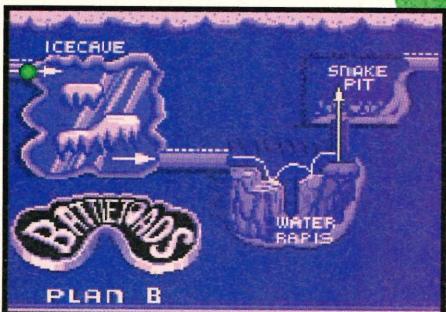
If you've got a pond in your back garden, you probably live in mortal fear of the vicious beasts lurking below the water's surface. That's right, I'm talking about that malevolent terror of the animal kingdom – the TOAD! Aaaarrgh! While the connection between masterful combat skills and amphibians remains a well-guarded secret, there's no stopping the critters spawning all over the Megadrive. This time it's 'shells off for the lads' as the Battletoads spring into action.



They fight, they leap, they climb. Blow me, they do the lot.

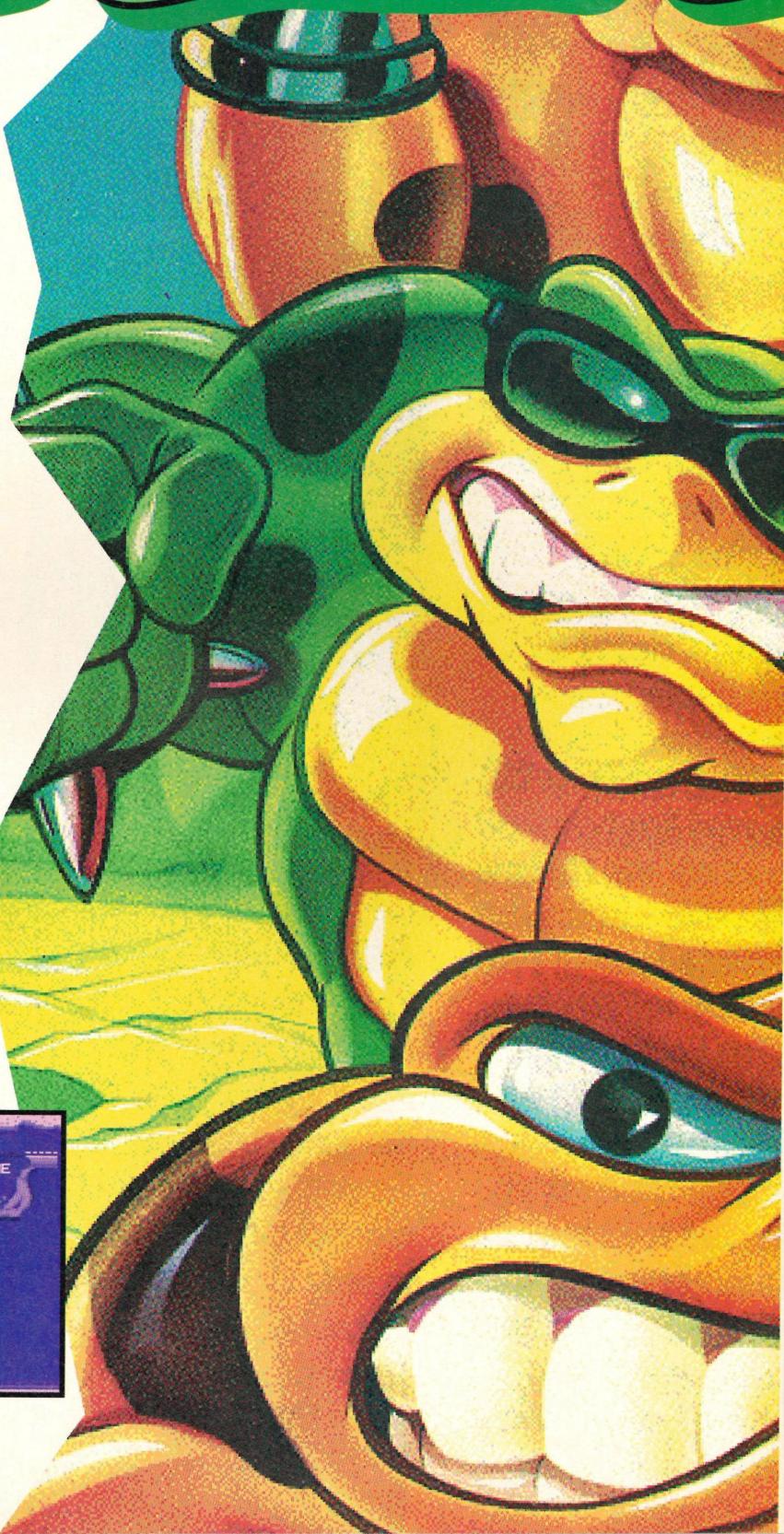


Each stage has its own tasks...



...and hazards.

BATTLETOADS



BATTLETOADS



The big boot usually does the job.



Toad up for extra attack power.



Hanging around in an Easter egg.



Did you know toads possessed unique rock-flying skills?

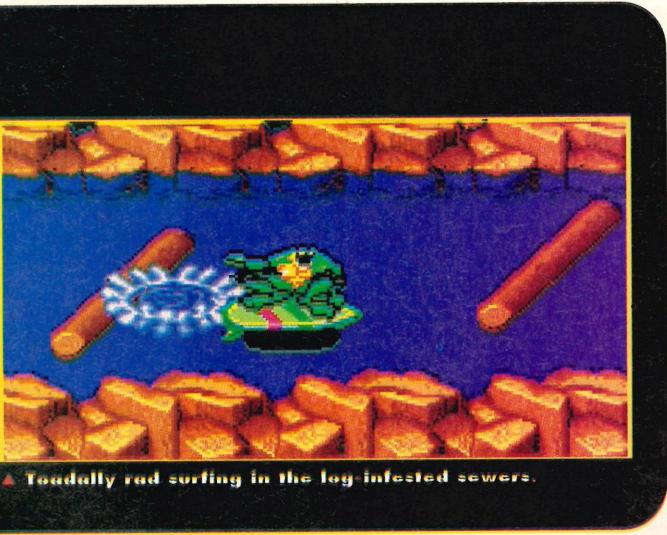
TOADY TALE

So what's all the fuss about anyway? Well, Princess Angelica has been – shock! horror! – kidnapped. There she was, shaking poor people's hands and dutifully accepting chocolates and flowers when the Dark Queen whisked her away to Gargantua, her space lair. Angelica's Battletoad bodyguard, Pimple, was taken completely by surprise and suffered the same fate. Although the situation looks hopeless, the heroic toad did manage to relay a message to his two buddies Rash and Zitz. Now it's up to them to save the universe and all that stuff, even if they can't save the very thin plot. What we've got here is a beat 'em up adventure, where one or two players can take control of the titanic toads in a struggle with psychotic, axe-wielding pigs, dirty rats, cold-hearted snowmen and lots more besides!

SPAWN ALL OVER

Battletoads is drawing close to the accolade of appearing on more or less every system around, and the Megadrive version offers no surprise changes from the original. For those of you who haven't sampled the Battletoads experience, the formula consists of three parts traditional beat 'em up action, spiced up by one part alternative gaming skills (check out the screenshot sequence to get the full idea). When it comes to trashing the nasties, you can forget about finesse – the time-honoured tactic of the frenzied button-bash is the order of the day.

Although Battletoads doesn't boast a wide variety of special moves (kicking and punching is as far as it goes), the killer kick or punch is emphasised by a visually groovy effect. After giving the offending foe a few kicks or punches to soften it up, your toad will finish it off with a sledgehammer blow or by sticking the boot right in, with the fist or foot involved being mutated to massive proportions. Like most beat 'em ups, you can occasionally pick up an iron bar and bash away, or throw snowballs, or even throw enemies, but Battletoads is let down by a lack of variety in attacks. The 'bash-bash-bash' theme threads its way through the whole adventure, and I soon got bored with it.



VIEWPOINT VARIETY

Although it is traditionally regarded as a beat 'em up, Battletoads does involve a variety of gaming styles. Unfortunately this makes little difference to the standard of entertainment, and for me the whole thing became much too predictable.

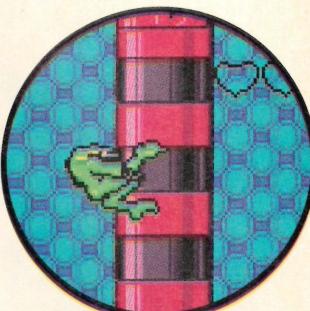
To add an element of variety to the beat 'em up action, the programmers have included a number of challenges which test out your alternative gaming skills. For instance, after the first level the viewpoint changes temporarily so that you're looking through the eyes of a towering robot – your toad has to pick up boulders and throw them 'at the screen' to destroy the robot. Later on, your slalom and jumping abilities are tested when you have to leap ramps and weave between stone walls on a jet bike, and your skills of balance and dexterity are called on to negotiate logs and ropes.

While I thought these diversions made a relieving change from the usual action, it was here that the 'frustrating game quirks syndrome' set in. You know what it's like – you can breeze through most of it and then one bit proves unbelievably tough. I reached the stage where I could do most of a level in my sleep, only to get foiled at the same point again and again and again! I then went and hacked my dog to bits with a blunt instrument! (EDITOR'S NOTE – DEAR RSPCA, HE DIDN'T REALLY HACK HIS DOG TO BITS.)

MEGADRIVE REVIEW



It's Angelica!



Climb the pipe of doom.



Yes, it's a killer chicken.



Hurl rocks at the robot.



In the ice world.

GARISH GRAPHICS

In the struggle to save the Princess and Pimple, the croaking couple must make their way through twelve levels. While the backdrops change from Arctic conditions to volcanic ones and so on, the action didn't manage to get my pulse racing, and there's little to see on later levels that hasn't been seen on earlier ones.

If you've been studying the screenshots, you'll probably agree that the graphics, while not in any way disastrous, aren't in any way inspiring either. I liked some of the touches, like changing the viewing angle on level one when the Battletoads come up against the boss, but I'm pretty sure all Megadrive owners would agree when I say we've seen a lot better than this. What the screenshots don't show is the standard of animation, and again it's a case of not bad, but you're very unlikely to see any chins hitting the floor.

WARTS AND ALL

For me, Battletoads is one of those games that passes the test... but without flying colours. It's a tough game, but only in the way that some bits always succeed in stumping you, provoking overwhelming frustration (which was not beneficial to the health of my dog!). I'd like to say that it proves to be more fun in two-player mode, but the only extra source of fun here is sneakily beating your partner up – something which obviously doesn't do you a lot of good as far as progress in the game is concerned. At the end of the day, Battletoads is not disastrous and it's not great, but you've seen it before and you've seen it done better.

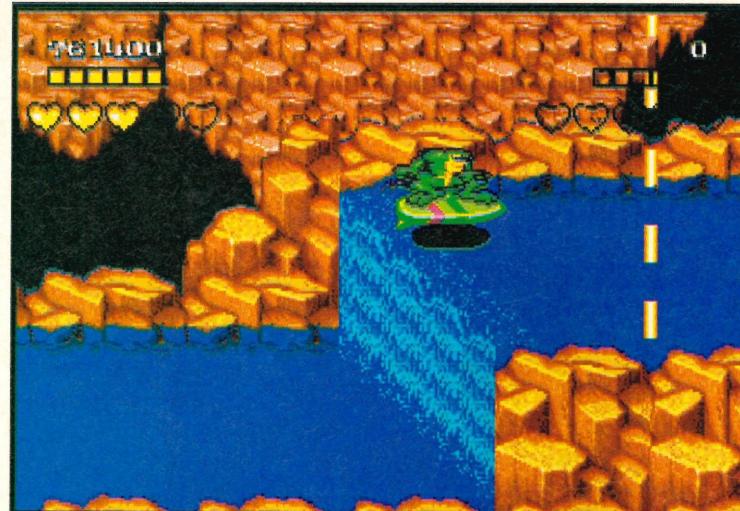
SECOND OPINION



MARK

I think Rob's suffering from the 'I've seen this game before on the NES and it doesn't look that different to me' syndrome here. I've never seen Battletoads before, and I got a whole lot of fun out of it. Playing it with a friend for the first time, we were both rolling around the floor in hysterics as our toads belted the crap out of each other (and the odd nasty which got in the way). Yes, it's simplistic, yes, it looks basic and garish, but for me that's all part of the attraction. If you're the kind of person who'll only buy state-of-the-art carts with super-smooth scrolling and animation, you should avoid this like the plague. But if you fancy a challenging and unique game that tests a variety of gameplay skills from different viewpoints and gives you a lot of one or two-player fun in the process, Battletoads won't disappoint you.

BATTLETOADS



▲ Surf's up! One of the alternative levels.



▲ Iced-up platforms are one of the hazards on this level.

WHAT A 'RARITY'!

The Megadrive version of Battletoads, like the Gameboy, NES and Super NES versions was programmed by that mysterious, yet incredibly successful British programming house, called RARE.

Rare started their auspicious career designing arcade games (such as that vintage shoot 'em up, Gyruss) before moving on to home computer titles. The company they formed, Ultimarc Play The Game, was responsible for changing the standard of Sinclair Spectrum software almost overnight with games like Knight Lore and Underwurld, but after a few years their reputation tarnished somewhat when all their Spectrum games started looking the same and they tried branching into Commodore 64 games, without a great deal of success.

Their games production appeared to be in the doldrums and everyone assumed that the company had disappeared. But what British players didn't know was that Rare had been signed up to produce games for those new Nintendo games consoles which looked like they might take off. Of course they did take off, and the whole Rare thing started again, only bigger.

After scoring major NES hits with titles like RC Pro Am, Solar Jetman, Cobra Triangle, Snake, Rattle and Roll and of course Battletoads, Rare have turned their talents to producing Megadrive games. The first was Championship Pro Am (reviewed in issue 15) and Battletoads is the second. What other Megadrive stuff have those guys got hidden within their maximum security Lincolnshire base? We'll just have to wait and see because they're hardly likely to tell us.



▲ This bird goes straight for the rope.

ALTERNATIVELY



TEENAGE MUTANT
HERO TURTLES:
THE HYPERSTONE
HEIST
BY KONAMI
PRICE: £39.99

87

Although they're old news, this Turtles beat 'em up is good fun and the graphics are superb, although it does lack a bit of variety.

RATINGS



REFLEXES
79%
Presentation

Locks a password system. Nice link screens. Good viewpoint variety.

GRAPHICS
74%
Graphics

Garish backdrops. Basic animation. Crude, but appealing.

SOUND
72%
Sound

Some funky tunes. Few sound effects.

SHORT TERM PLAY
84%
Short term play

Easy to get into. Great two-player fun.

LONG TERM PLAY
82%
Long term play

Hard enough to last a long time, if it hooks you.

OVERALL
80
Graphically basic, but bloody good fun.

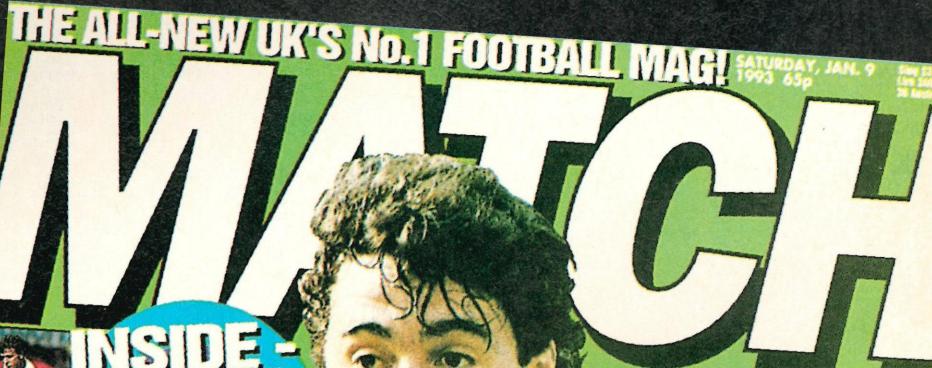
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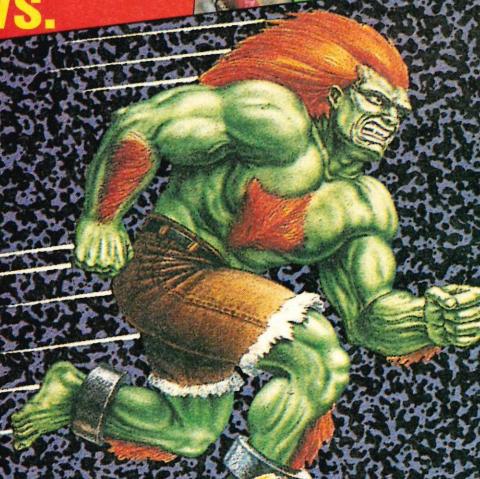
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LUS QUASER GOODIES!



NEW!
FA CUP TEAM
CHALLENGE

NEW!
BIG TIME
BOY
Boro's Craig
Hignett!

SHERON
MAGIC!
Spotlight on Manchester
City's Maine man!



MEGADRIVE REVIEW



BY: VIRGIN



8 M-BIT

STYLE



PLATFORM

PRICE £39.99

PLAYERS 1

SKILL SETTINGS 2

RELEASE DATE

MAY 1993



Could Virgin's new character give Sonic a run for his money in the King of Cool stakes or is he just another pimple, ripe for bursting? MegaTech's Man On The Spot, Mark Holmes, puts on his imitation Ray Bans and gets all bubbly playing their slick new platformer.

Spots? What's so cool about spots? Horrible red blemishes that erupt on your face (or even worse places), causing embarrassment and shame. Surely the only thing they're good for is squeezing - you know, early morning target practice in the mirror and all that stuff? Well not according to Virgin, who are trying to give one particular spot supercool status by giving him a starring role in their new superslick platformer. He's red, he's circular, he's got arms and legs, sports a neat pair of shades and struts around, moving to the beat of the soundtrack - Cool Spot ain't no pimple, man. But where on earth did this dude come from?

SPOTTED HISTORY

If you read last month's Preview, you'll already know that Cool Spot started his career as the humble flat spot between the 7 and the Up on the 7Up logo. Then he landed the prime job of Head Promotional Character (American Division) and was promoted to the dizzy heights of full 3D animation in the TV adverts for that same soft drink, growing limbs in the process.

From there, it was only a matter of time before Cool Spot was offered a starring role in his own video game, following in the footsteps of Ronald McDonald and Mick and Mack, the McDonald's characters who appeared in Global Gladiators. However, in the British version of this game, all the 7Up logos have been removed, to avoid making Fido Dido (the drink's promotional character over here) jealous of Cool Spot's superstardom in the soft drinks world. So if you didn't read last month's Preview, now you know.

SPOT-ON ANIMATION

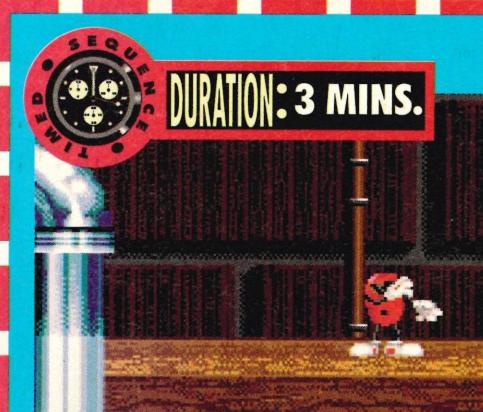
Cool Spot was programmed by Virgin's Top Super Whizzkid Programmer, David Perry. "The job was very easy for me," said Cool Spot from the poolside of his Hollywood mansion. "Basically, I just had to act out my own uniquely cool personality, but David put in a lot of hard work to make me come across as the sassy, streetwise dude that I really am. My character alone has 250 frames of animation and all my favourite sounds are featured in the game too. None of this would have been possible without Davey-baby... he's such a dream to work with. This project is definitely the high point of my career so far..."

But as we always say at MegaTech: "Don't believe the hype, kids." Playing is believing, and although I was sceptical at first about Spot's claims, within a few minutes of loading up the game I couldn't help but be amazed at the fluidity and range of his movement. I mean, he's about as basic a character as you can get, but this animated Smartie with a mouth, shades and limbs moves so smoothly you can almost believe that he could somersault out of the screen and start swaggering around on the floor in front of you.

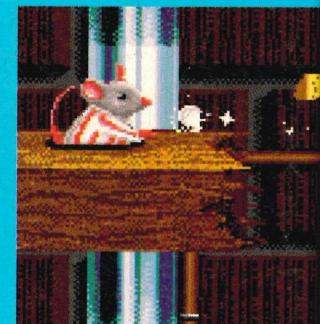
▲ How d'ya like my new pad? (Geddit - lily pad? Gee, I'm such a funny guy.)



▲ Spot takes an airborne joyride to unreachable platforms in some levels.



▲ As we join the action, Cool Spot has just landed on level three - 'Off The Wall'. What horrid, nasty creatures and fiendish traps lie in wait for our little red friend?



▲ After picking up a few eas early stages of the level, the dude comes across a cheese-mouse. But rapid bubbling se



MOVING ON THE SPOT

Cool Spot doesn't just go through one endearing little routine when you leave him standing around too long - he's got a whole repertoire. He sways to the beat, tapping his foot and snapping his fingers, he plays with his yo-yo, he takes off his shades and cleans them with his hanky... and if he gets really bored, he yawns wide enough to get his foot in his mouth.

MEGADRIVE REVIEW



LOCATION SPOTTING

For a small red circle, Cool Spot sure does get around. The first few levels are seaside locations – a beach and a pier – where he has to hop onto sun-loungers, balloons, ropes and jetties while avoiding psycho-crabs, persistent sand-flies, scallops and maggots. In later levels, pyjama-wearing, cheese-lobbing mice, spitting frogs, bomb-dropping toy biplanes, mad, clown-faced Slinkies and a host of other colourful enemies try to stop Spotty in his tracks.

Apart from his naturally acrobatic somersaulting and leaping, Spot has to make use of a few props to help him reach his destination. Bubbles are always useful – most of them can be used for a trampoline-style extra-high bounce, but some can be used as floating capsules, inside which you can hitch a high-rise ride.



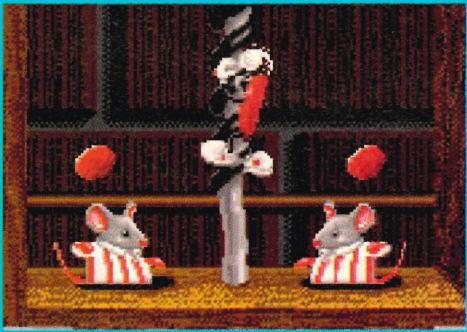
▲ Spot loses his cool and threatens to 'stick one on' the comical Slinky.



▲ Vicious toy robots stalk the shelves of the playroom section.



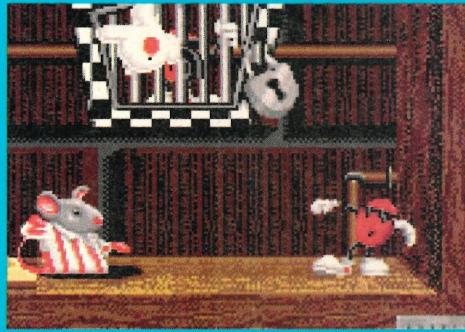
▲ spots in the cool circular throwing him off!



▲ Climbing down into a cubby-hole to collect a couple more spots, he makes the terrible discovery that the mice all buy their nightshirts from Marks and Spencers!



▲ Wow, it's like, really springy, man! Mousetraps are not always killers – they can be helpful when you want to catapult yourself along, if you hit them right.



▲ Spot's reached the end of the level! But he hasn't collected enough spots to allow him to free his mate, so the hand tells him to go back and get some more. Silly Spot!

FROTH 'EM UP

So what does Spot have to do? Well, eleven of Spot's spotty mates have been kidnapped and locked up in cages – one on each level of the game. Our circular hero has to make his way through a variety of small but vicious beasties on his way to releasing all of his chums. The only ammunition he has to help him defeat the nasties are high-velocity bubbles, which he flicks from his wrist with effortless cool – they pop the baddies on impact, reducing them to harmless froth.

Littered around each level are loads of spots – not Cool Spots, just your everyday, common red spots. Collecting these as you go will increase your 'Coolness Level', displayed at the top left-hand corner of the screen. You must build up a 60% cool rating before you can release your imprisoned friend at the end of the level, and the spots are placed in such a way that you have to do a fair bit of exploring to hit your quota. There's a time limit to beat for each level, but popping certain nasties can reveal clues to the direction you should take to reach your incarcerated mate, and Extra Time icons can be picked up along the way.

Touch a baddie and your energy level decreases – this is shown by Cool Spot's face, next to your Coolness Level at the top of the screen. When you lose energy due to the attack of the nasties, the face melts away like a chocolate button – let it melt away completely and Spot loses a life. But even in death, Spot manages to keep his cool – after he 'buys the farm', his coolness rating stays the same for the next life. He can also pump up his energy by picking up the Virgin symbols which occasionally float up from beaten baddies.



▲ When bubbled, some baddies leave behind an energy-giving icon like this one.



▲ Shades of Sonic 2? It's one of those 'chutes and lifts' levels you love so much.

SPOTLESS GRAPHICS AND SOUND

Coming from the programmer of Global Gladiators, I naturally expected this game to have excellent graphics and sounds, but Cool Spot exceeded those expectations. If your eyes and ears were capable of smiling, this game would get them grinning like Cheshire cats. Right from the intro screen, with Spot riding the waves on top of a fizzy pop bottle to the sound of the surfers' anthem 'Wipeout', you can tell that you're in for a real audio-visual treat, and the whole game sparkles and refreshes like a glass of cool, fizzy lemonade in a heatwave.

The summery feel carries you on through the first level, where Spot has to skank and tumble over a beach to the sunny sounds of a reggae beat. This sets the tone for the rest of the game – each level is so bright, colourful, beautifully drawn and backed with such cool tunes, it gives you a real 'up' feeling. You get a musical range spanning blues, jazz, rave and Wild West theme music and a monster list of smart effects on the Sound Test screen to annoy the neighbours with. For the best effect, PLAY IT LOUD!

SPOT FINE

So the big question is this: "Is Cool Spot a Hyper game or what?" Well, for me, the answer is yes. I like the character of Cool Spot and the slick way he moves across the screen, and that's always a good start when it comes to platform games. There's no doubt that the game's a dream to play too – that becomes obvious within a few seconds of the first level. The gameplay doesn't vary that much over the 11 levels, and you're only using two buttons, but my enjoyment of the game didn't suffer for its simplicity. The excellent graphics and, above all, the incredible animation on Cool Spot himself, make this a stand-out game visually.

But it's the way all these factors combine with the superb, upbeat soundtrack and effects to give you a real 'feelgood' sensation that makes this game a winner. Within minutes of loading the game into the Megadrive, an admiring crowd had gathered around my monitor. Minutes later, everyone within earshot had started humming or whistling the soundtrack tunes – it really has that infectious feel to it. Cool Spot is right up there, just behind Sonic 2 and Tiny Toons, at the top of the state-of-the-art platform games league.

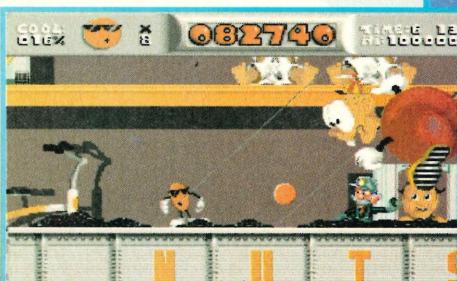
cool SPOT



▲ Get Spot just below the line of fire and he can bubble the mouse in safety.



▲ Watch out, Spot – where there's a load of spots, you often get crabs below!



▲ When was the last time you saw a train with massive clown balloons attached?



BONUS BUBBLING

If Spot scores 85% or more on the Cool Meter, he's allowed into the Bonus Game – a screenful of bubbles to bounce on, spots to collect, Extra Time icons and even a Continue to pick up. It's bubblicious, mate!

THE SECOND OPINION



TOM GUISE

Much as I like Cool Spot, when it comes to answering Mark's big question, "Is it a Hyper game or what?" I have to say I don't think it is. Cool Spot suffers in much the same way its cousin Mick And Mack did, but to a lesser extent. Yes it does look incredible, yes it does sound great, yes it even plays well, but there just isn't enough depth to the gameplay. Initially, it's all good fun and highly addictive. Collecting the spots, trying to reach 100% coolness, finding the cage, all very enjoyable until you realise that that's all there is to it. Sure, the graphics are incredible and when you see a new level you'll gasp in amazement, but those levels are awfully big, very repetitive and soon become a little too familiar. Even the nail-biting bonus levels get a bit yawnsome later on and having to re-do earlier levels is quite a painful affair. It's a shame really, because with just a bit more variety to the levels, Spot could have been excellent, but it isn't. I enjoyed playing Cool Spot, but I wouldn't buy it. Not completely uncool, but it doesn't quite hit the spot.

RATINGS



88%

REFLEXES
PRESENTATION

Super smart intro screens, but no password system.

93%

GRAPHICS

Incredible animation, superb, colourful backgrounds.

92%

SOUND

Great 'feelgood' soundtrack, masses of neat spot effects.

92%

SHORT TERM PLAY

Simple, addictive gameplay, infectious tunes.

89%

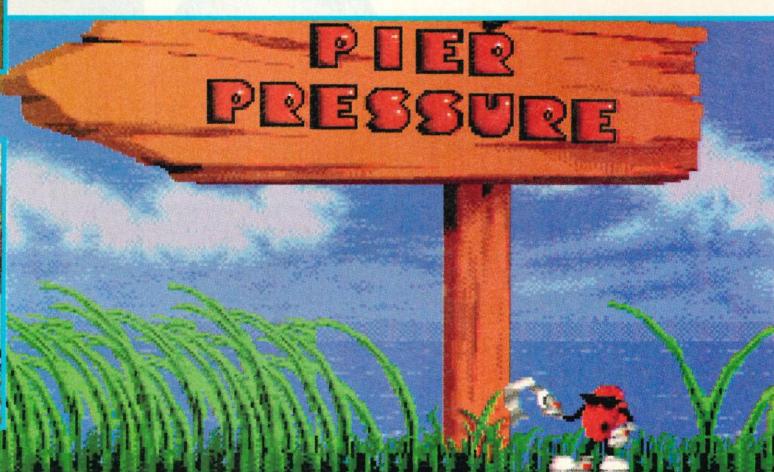
LONG TERM PLAY

Lack of variety in gameplay, but the quality lasts through.

OVERALL

89

Brilliantly animated, visually gorgeous, almost state-of-the-art platformer.



▲ The name of each level is made up with a truly terrible pun.

COMPO! ★ F.A.B. COMPO! ★ F.A.B. COMPO! ★ F.A.B.

THUNDERBIRDS ARE GOING! WIN YOUR OWN TRACY ISLAND!*

You don't have to be a know-all like Brains to enter this FAB competition, you just have to know your Thunderbirds! Micro-tronics is a company that knows all about Thunderbirds – amongst other things, they sell the excellent Thunderbirds models which they've kindly donated as prizes for this very competition. The Tamworth-based company specialise in Megadrive and Mega-CD hardware, software and repairs and can be contacted on (0827) 51480 (see their advert elsewhere in this issue for full details).

TOP PRIZE A superb Tracy Island kit!

Forget your Blue Peter used-cornflakes-packets-and-sticky-back-plastic rubbish – this is the real McCoy, manufactured in high-tensile PVC and just waiting for you to put it together! With built-in automated launchers (and yes – the palm trees do move aside as Thunderbird 2 lifts off), it also comes with a complete set of Thunderbirds models 1–5.

WIN THE SET!

Ten runners-up receive complete sets of Thunderbirds kits. Comprising Thunderbirds 1–5, these glue-together kits are a must for any wannabe International Rescue pilot!

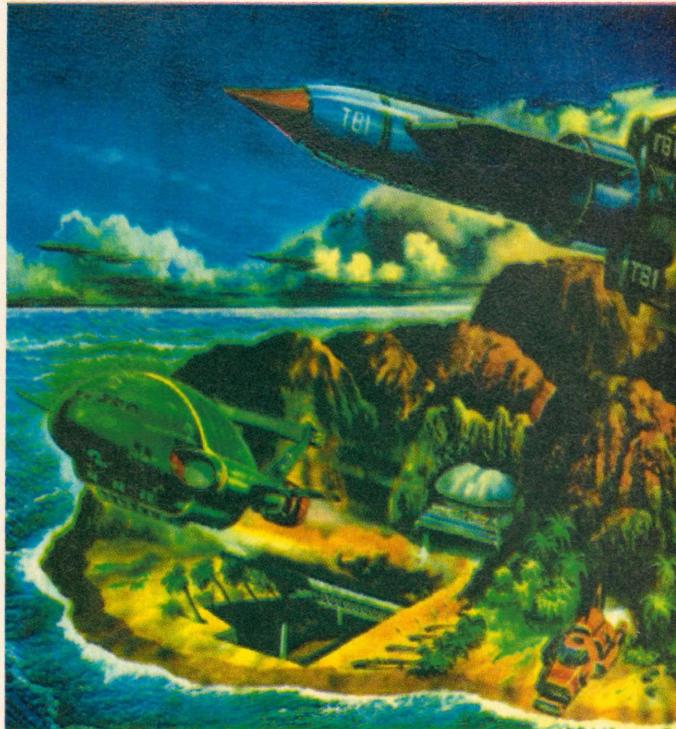
NAME THAT THUNDERBIRD

On the right of this page you'll find pictures of all five Thunderbird craft, but due to the fact that you can't take pictures of the Thunderbirds (you just can't get past the automatic camera detector) we've had to cunningly reduce them to silhouettes, which makes them more difficult to recognise. All you have to do is identify each one and write down the correct number next to the letter for each silhouette. For instance, if you think silhouette A is Thunderbird 3, you'd write down the number 3 next to Silhouette A, and so on for all five silhouettes. Closing date for entries is May 20, 1993, and Paul is a Thunderbirds freak, so his decision is final!

Due to the incredibly stupendous nature of the main prize for this competition, ENTRIES CAN ONLY BE ACCEPTED ON THIS COUPON – no photo-copies (we have an Automatic Photocopy Detector), COUPONS ONLY! Send your completed coupon in to: TRACY ISLAND A-GOGO COMPO, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

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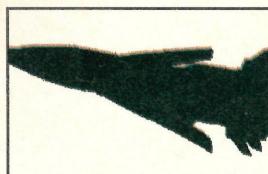
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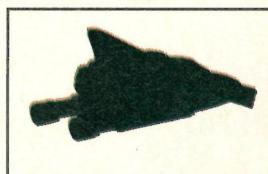
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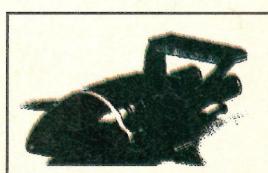
B



C



D



E

The Mysterious Thunderbirds are...

SILHOUETTE A:.....

SILHOUETTE B:.....

SILHOUETTE C:.....

SILHOUETTE D:.....

SILHOUETTE E:.....

MY NAME & ADDRESS IS:.....

.....

.....

.....

MY FAVOURITE THUNDERBIRDS CHARACTER IS (this doesn't have anything to do with whether or not you win, we were just interested, that's all):.....

FAB!

MEGA-CD REVIEW

MEGADRIVE REVIEW



BY: SEGA

SEGA™

MEGA-CD

STYLE



ADVENTURE

PRICE £49.99

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE

JUNE 1993



▲ "Who're you looking at?"



▲ Return of the Phantom Flan Flinger.



▲ Damn superglue.

NIGHT TRAP



Did you ever stop and think where exactly that can of TAB Clear came from? Chances are it's made of the blood of beautiful, unattached females between the ages of 16 and 19. Well, that's what RAD AUTOMATIC reckons anyway, and who are we to doubt his word?*

*Dear Lawyers to Cadbury/Schweppes, Of course we all know that TAB Clear has nothing remotely bloody in it and we wouldn't really want to imply anything of the sort. Legislation-wary ED.

It's true, soft drinks are manufactured using a carefully balanced recipe of flavourings, colourings, and human blood. Well, if the example of the Martin family is anything to go by they are.

See, this all-American suburban family have a rather grotesque sideline going in their basement. By using their teenage daughter to lure home beautiful unattached females between the ages of 16 and 19 (it says here) to slumber parties at her home, the Martins are then able to sadistically murder the chicks and turn them into a popular brand of tinned beverage.

Of course, no-one in Beverly Hills 90210 country can get away with this sort of behaviour for long, and let's face it, where else would the Martin clan find such a plentiful supply of stereotyped beautiful, unattached, etcetera females? SCAT, the Sega Control Attack Team, have had their beady eyes on the Martins for some time, and have finally decided to take action. They've turned their exploits into a Mega CD game.

The game kicks off in media res. Vera Martin has already befriended five girls, obviously to replace the pals she's already dumped off, and invited them to a "really neat slumber party" back at her place. What they don't know, in true Beadle fashion, is that the Martins' zombie slaves, the Oggers, are lying in wait ready to kidnap and kill all of them.

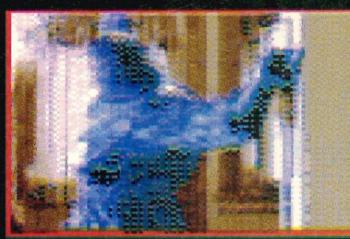
This, as they say, is where you come in. SCAT have managed to infiltrate the place, and have discovered that the Martins have rigged the house with a number of

anti-intruder devices, just like the ones Velma used to invent in Scooby Doo. The plan thus far is to use these traps against the evil cheerleader-slaughtering gang, tripping off the hazards whenever a Martin or Ogger is nearby.

There is, however, one slight snag. Each trap requires a colour code to be entered to trip it, and the Martins, being of the not-born-yesterday persuasion, change the codes regularly.

Did you ever stop and think where exactly that can of TAB Clear came from? Chances are it's made of the blood of beautiful, unattached females between the ages of 16 and 19. Well, that's what RAD AUTOMATIC reckons anyway, and who are we to doubt his word?*

Did you ever stop and think where exactly that can of TAB Clear came from? Chances are it's made of the blood of beautiful, unattached females between the ages of 16 and 19. Well, that's what RAD AUTOMATIC reckons anyway, and who are we to doubt his word?*



The main hall has a very sophisticated trap. One entire wall opens up, whilst the other wall shunts forward to knock anyone in the room into the now-gaping chasm, which is a particularly good way to trap two or three Oggers in one fell swoop.



The kitchen also has a trap door, near the large dresser. Sadly, there's something of an absence of Moulinex blender-type imaginative gimmicks here.



The bathroom has a trapdoor near the shower, and a trick wall a couple of feet away which swirls around and ensnares victims in its depths.



The master bedroom has a trapdoor under the window next to the bathroom entrance, which drops the traps into a spiky pit below.

It also has a rather neat spring-loaded closet, which lurches out and knocks your enemy on the bed, which in turn flips up and smashes them against the wall (like in James Bond).



▲ "Nothing up this sleeve..."

The second hallway has a trapdoor (zzzz) at the top of the stairs and a glass conservatory-type affair which drops down by the bedroom doorway and sprays its hapless victim with sleeping gas.

RAP



MEGA-CD
REVIEW



"TRAPPED... L-L-LIKE RATS!"



However, salvation is at hand. One thing the admittedly rather useless SCAT did manage to do was tap into the security camera network criss-crossing the building. This allows you, the nominated Agent in Charge of Trapping Things, to keep an eye on any room in the house whenever you feel like it. This is done simply by pressing the START button, which brings up a floorplan of the house. From here you are able to select which room you wish to spy on. However there are grey areas in each room which are not covered by the camera, so if one of your enemies slips into these you've gone and lost them. This means that keeping abreast of each new code, out of red, green, orange, yellow, purple or blue, is just a matter of eavesdropping on the senior Martins' conversations at regular intervals, whilst still keeping a close eye on the movements of the chicklette-snaffling Oggers, hopefully at the opportune moment where they change the code. Entering the wrong code when you try and release a trap meets with a stern ACCESS DENIED message, and the escape of possible prisoners.

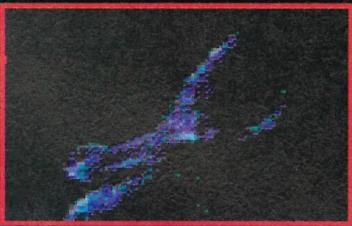
However, while this all sounds easy enough, getting the hang of the traps themselves is the difficult part. All the rooms in the house are fitted with traps, but you have to wait until your foe is actually walking over or past the trap itself before you trigger it, otherwise they'll just side-step the blighter and your efforts are wasted.

DON'T YOU OPEN THAT TRAP DOOR... OH ALL RIGHT THEN, IF YOU MUST.

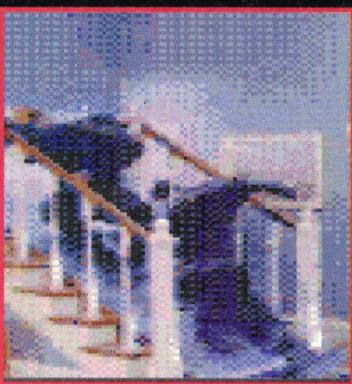
To make things easier, why don't we tell you where the traps are and what they do?



The entry way to the house itself has two traps, one which turns the stairs into a slippery slide and drops the trapee into – guess what – a pit, and another by the window, which, surprise, surprise, is a trapdoor.



Finally the driveway has a particularly great trap on the roof which casts Oggers up into the air and into the nearby (no doubt painfully spiky) bushes, and another on the roof that drags its Ogger prey off to the



That third step's a bitch.



There's a trap door in evidence in the lounge too, just in front of the couch. The second trap here is by the bookcase, which swings out and traps your foe against the wall.



ing Room
Way

Driveway



▲ Yes, but is it art?



▲ "Bad acting police, freeze!"

That third step's a bitch.

SCATOLOGY

Despite the obvious incompetence of the SCAT team so far, they're still keeping a close eye on your progress. Your superior at SCAT HQ is patched into your video links, so anything you do is immediately relayed to him. This means that if the number of possible Ogger captives is much higher than the number you've actually caught, he's very likely to come down on you like a ton of hot bricks. Ergo, it's a good idea to keep the numbers about half and half, so as more Oggers swarm into the house, your job is made increasingly difficult. Also, should one of the beautiful blah blah zzzz's be captured, or worse, accidentally trapped by yourself, your CO shouts at you quite a great deal and immediately throws you off the case. The fact

that this leaves the other four girls completely defenceless seems neither here nor there to the brave SCAT squad.

However, SCAT do more than screw things up and shout at you. The team do actually provide you with a good deal of backup, in the form of secret agents sent into the house itself. These take a number of forms, from the rather dim-witted commando who bursts into the house, performs a couple of forward rolls, poses with his gun a bit, grunts a few times and is immediately captured and drained of blood (for the Martins' personal use, and not for a new drink called Squaddie Bru or something) to rather more useful types. This includes the "delectable" Kelli, played by none other than that woman who played Kimberley out of Diff'rent Strokes (remember that? "Whatchoo talkin' bout, Willis?" Ha ha! The memories). These handier colleagues provide clues, which are really useful the first couple of times you play the game, or perhaps create diversions, allowing you to trap a couple more unsuspecting Oggers. Or get captured, as a rule.



▲ "Look, down there. Haven't we seen that picture before, like on the previous page?"



▲ "No you don't look cool. Only comp Charles wear sunglasses in doors."



▲ "Being a bimbo endows me with the memory retention of a gold fish, but I'd swear I've been here before."



▲ Enjoy the thrills, spills, violence and in CD grain-o-vision.

HOME VIDEO

Night Trap is the latest star vehicle for Sega's new ace-up-their-sleeve, Full Motion Video, using actual real-live-honest-to-goodness video footage in game format.

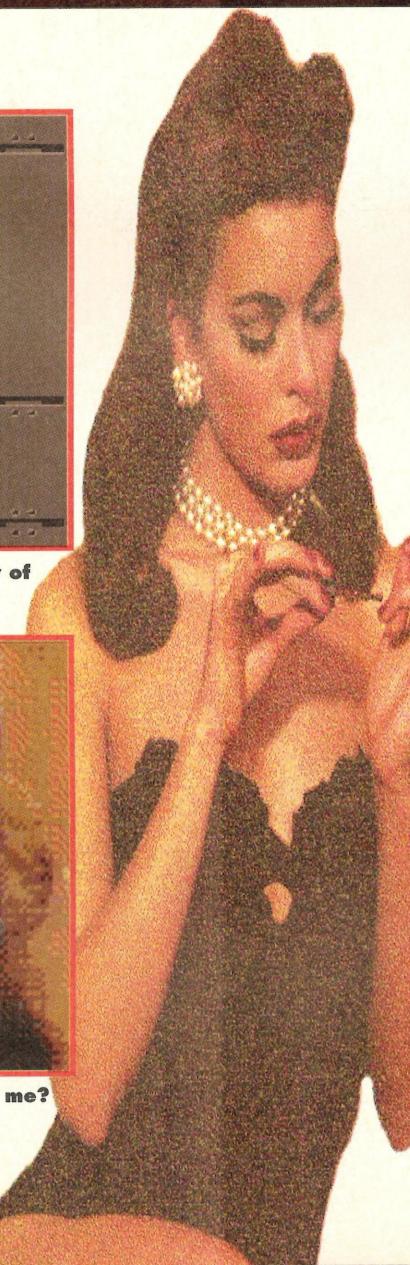
Of course, there are dangers with this, dodgy acting being one of them, and the grainy look caused by the still-only-64-colours display, but Sega seem determined to make a go of it. In Night Trap at least, the effect works very well indeed. Although the still pics here may look very fuzzy, when the action is moving it's actually very clear and pristine and certainly highly impressive. Yes, the world of playing a TV show is here (especially with the Diff'rent Strokes angle), and it really is very hard to fault the graphics and sound. However, just because the presentation is incredible doesn't necessarily mean the game underneath is great.

Whilst Night Trap isn't exactly the most intricate of game designs, it works very well. The idea of simply flitting between monitors and triggering traps where necessary might not seem too involving, but it's actually very challenging, you have to learn where and when the Martins are going to change their code and keep a constant eye on the gangs of Oggers and their intended victims, preventing the two from getting too close. What really makes Night Trap enjoyable is that it's an idea that could only be pulled off on the Mega-CD. Without the lengthy video footage, the speech and the atmosphere created by the FMV it wouldn't be half as enjoyable – it'd be a matter of reading a bit of text "conversation" every now and then, and pressing a button when a sprite walked forward two paces, as opposed to the fluid movement and almost-convincing dimension given by real film. In this capacity, as a testament to what the machine can do, it works very well. As far as gameplay goes, well, rather like Sewer Shark (reviewed last month) it relies on the participation in the plot to keep the player's mind off the somewhat simplistic action, and while that's not the way they'd do it in the good old days of solid action, it doesn't stop the game being entertaining and it's certainly more than just an amazing showpiece to make your mates feel inadequate.

The only potential problem I can see with Night Trap is its lastability. Unlike Sewer Shark, Night Trap doesn't change from play to play, so, it's fairly simple to learn where all the code changes are going to happen and where the Oggers are going to go after a while. So once you've completed it, you're very unlikely to want to go through it all again because it'll be exactly the same. Having said that, this is a pretty lengthy game (it actually comes on TWO discs and contains over 1 1/2 hours of video) so completing it will definitely take longer than most cartridge games. It's an entertaining piece of software, and this is another example of the Mega-CD providing a new type of game for Megadrive owners. Let's hope it's a trend that Sega can keep up.



▲ Home in on the action at any point from the safety of SCAT control booth.



▲ "What's this camera-type device being pointed at me? Oh, it is a camera!"



ete fools and Ray



▲ Who said you needed brains to act and how long before we see rejects from Neighbours appearing in CD games.



▲ "Am I pointing this thing the right way? It would be, like, totally bogus if I blew my own vacuous head off."



semi-clad maidens



▲ Oh no, look behind you... are you deaf or something?



▲ Another one bites the dust and another case load of soft drinks hits the free-world economy.

THE SECOND OPINION



PAUL GLANCEY

Hmmm. I dunno, I'm not sure I'd pay £50 for this. Having an hour and a half of video coming from your Megadrive is impressive, yeah. But the whole thing has a sort of hilariously crap movie atmosphere and I'm all for hilariously crap movies in their place – particularly if they've got attractive young ladies in them – but they don't usually cost this much money and they've usually got a bit more happening in them. I liked Sewer Shark because, okay the action was simple, but it was at least fast, and the 3D graphics and the interaction with the characters was pretty cool. I couldn't get into this in the same way because while you're learning the timing of the events you can make a lot of mistakes, meaning you have to keep starting again from the beginning, and you have to watch all that naff plot setting-up and dismal acting all over again. Humm. I admit it's entertaining, but £50's worth of entertainment? I don't think so.



▲ Hah, how little they knew about the fate which awaited them.

IMPORT ALERT!

The disc reviewed here was an import which will not operate on an official Mega-CD. Please note that the release date at the start of the review is the date when the official version is due to be released.



▲ This tube of Anusel should help my haemorrhoids.



▲ This Darth Vader impersonating lark isn't all it's cracked up to be.



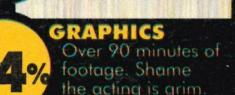
RATINGS



REFLEXES

Plot is well presented. The camera controls are easy to use.

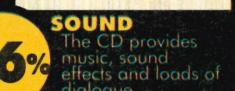
90%



GRAPHICS

Over 90 minutes of footage. Shame the acting is grim.

94%



SOUND

The CD provides music, sound effects and loads of dialogue.

96%



SHORT TERM PLAY

Intriguing story and complete novelty make it fun to begin with.

78%



LONG TERM PLAY

Linear gameplay and covering the same ground becomes tedious.

75%

OVERALL
79

Fun for a while, but once the novelty wears off Night Trap loses its charm.



MEGADRIVE REVIEW



BY: SEGA



12 M-BIT

STYLE



RPG

PRICE £49.99

MEGADRIVE REVIEW

PLAYERS 1

SKILL SETTINGS 1

RELEASE DATE JUNE 1993



SHINING



As Editor and King I called upon the valiant PAUL of DAVIES to take a critical look at Sega's latest RPG.

Obviously the instructions weren't all that clear because Paul, Ye Dimme, eagerly returned with a rag and a tin of Brasso. What a jester! What a crap gag!

If there's one thing to be sure of with role playing games, or RPGs, it's that they are generally massive! Shining Force is 12 megs of enormity and continues the story set by 1991's 'Shining and the Darkness' adventure — a game commended for its ease of play and wonderful graphics, though criticised for its monotony. Have Sega learned from their mistakes? Let's find out...

Firstly Shining Force presents a brand new cast of characters for the player to direct around the land of Rune against the forces of Darksol, the defeated Lord of Darkness from Shining and the Darkness. This time around Darksol has employed a like-minded dark soul named Kane to avenge his embarrassment by finding the key to the Gate of Ancients and releasing the Dark Dragon contained within.

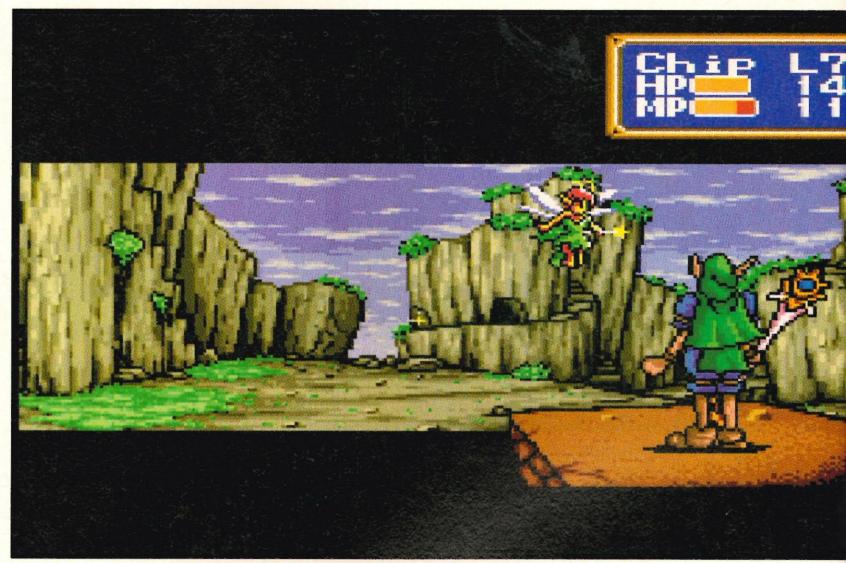
As you may have guessed by now, Darksol is very fond of the word dark and dedicates his whole being to everything that the term encompasses. So, who better to combat him than the Shining Force — a group of warriors who, by nature, oppose everything that the evil Kane symbolises.

At the start of the game the Shining Force amounts to just you, the player, who isn't much of a threat when all's said and done. However, things soon start to pick up, and news quickly spreads concerning a Runefauft invasion; this being the army under Kane's control. Following all this so far?

Anyhow, the King of Guardiana requires your presence at his court and this, dear readers, is where the plot starts to thicken and where you become the proverbial spoon with which to stir it!

RUNEQUEST

It may come as no surprise to find that the character under your control is the long-awaited hero of Rune and begins his quest in the town of Guardiana, home to the Ancients. The Ancients are the people responsible for guarding the gate which holds the Dark Dragon, hence the name of



▲ This is how the combat takes place. In this example young Chip is obviously beat that fairy to death with that old cow's leg bone.

their town no doubt. Consequently it isn't such a long trek to the King's castle where instructions are given to raise a small but efficient army of warriors of the light.

This acts as an introduction to the first of two basic game-playing methods employed in Shining Force, and that is the exploration and information gathering section. During this part of the game the player directs the lead character about his current location, buying items from the shops and holding conversations with the locals. By doing this important information is learned along with helpful clues as to the requirements expected of him. For example the town of Alterone's inhabitants hint at the good nature of their King and so lay your mind at rest even though he appears to be in league with the Runefauft forces.

The necessary duties in Guardiana are simply to gather an army and set out to the first port of call and everything points to the confrontation with the King. In fact no sooner has the hero left Guardiana castle than five of his friends come rushing after him and offer their undivided dedication to the cause (fanfare!). Nova, who is our band of warriors' guide, also chooses this point to introduce himself and it is he whom our heroes now turn to for advice should they need it. Nova has an outpost in every town on the face of Rune which also, and quite conveniently, acts as the Shining Force's headquarters. It isn't always important to meet up with this wizened, old fellow but he is the source of much helpful advice where battle tactics are concerned and so should not be brushed off so lightly. Finally, the most useful man in the whole of Rune is Guardiana's very own Friar who is first encountered in the town's Chapel. He



I can revive
will cost 60
Agreed?

▲ This is the Friar. He can perform impressive one is balancing we



▲ Want to see some
puppies, little boy?

SHINING FORCE



MEGADRIVE
REVIEW



▲ All the damage is worked out automatically. This is quite useful, because the characters can then concentrate on their poses. In this situation, the Dark Priest has a far better pose.

going to



Anri, but it
coins.

Some incredible tricks, but by far his most
nut shells over his eyes. Truly amazing!



▲ No, come with me, young chap.
Come and see my rabbits!

may not have been able to save his receding hairline but he can save your current position in the game and also promote, cure or even revive any of your party who is injured or, well, dead!

THE FIRST MISSION

The Shining Force's first mission is the scattering of a Runefast platoon that is attempting to open the Gate of Ancients and also acts as your introduction to the second basic game-playing method: combat. Shining and the Darkness's combat system was a mite tedious and so Sega have chosen a different approach here. Due to the overhead view employed throughout the game, in comparison to the first person perspective of the first instalment of the 'Shining' saga, fighting becomes far more involved. Fighters are now given a certain amount of moves to which they are confined which is represented by a glowing area about them. Runefast's allies move in exactly the same way.

The weapons that they may or may not carry also affects their vantage points in certain situations too. For example Ken, a Knight, carries a spear when he first joins the force and may use this to attack diagonally. Ken may also carry a lance as the game progresses but this is only useful for direct confrontations. Similarly magic attacks have their own specific effective ranges and are capable of multiple attacks as your company's mages increase with power. Don't worry, it's not as complicated as it sounds and makes the many battles that occur far more exciting than ever before.



SHINING FORCE

WINDOW PAINLESS

If all this still seems daunting, the simplistic control system from Shining and the Darkness thankfully remains. This is a beautifully designed window system that applies to every aspect of this vast game. When exploring the towns and other areas the option to either speak with a person, use an item, search an area or even make use of magic is open to the player and within each of these options is a further four. An item may be used, equipped, dropped or given for example. Likewise, in battle, the window system presents an attack, stay, item and magic selection. You can't possibly go wrong! What this means is that the player is free to concentrate on more important matters such as, 'What the hell am I going to do against this enormous skeleton chap, eh?'

STATUS SYMBOLS

It's also nice to know that all of your team's hard work is rewarded. Any experience that they gain is noted on their status screens and promotions are given when a significant amount of experience points are acquired. Experience points are gathered from time spent in battle, and so a fighter cannot afford to shy away in corners if he, she or it wishes to become stronger. The status screens are where such details as agility, defence, magic points (if any), movement and current weapon information is stored. All of which would be pointless to explain here because the instruction manual tells you all that!

A SHINING FORCE?

Of course an interest in RPG's is an advantage with this game but, to be perfectly honest, I usually can't stand them. With Shining Force, however, I make a big exception. When a game is so beautifully presented as this it is hard to ignore and once the plight of Rune catches your interest it is impossible to ignore.

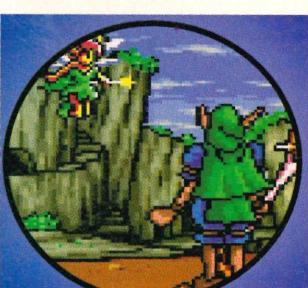
The first few battles prove as a lesson in patience and perseverance but that's only because it's unfamiliar territory at first. Soon

the characters begin to develop into the fighting force you'd expect and from then on Shining Force is as compelling as Tom's excuses for being late each morning. And, like Tom's excuses, get better as time goes on. The game is presented as a story book in the writing which is another nice touch – a young elven girl named Simone is the reader and she bids you welcome and farewell before and after you play.

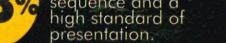
Don't expect all the locations to be, more or less, the same either because there are many surprises in store for our band of hopefules in the offering. On many occasions the plot appears to travel in a certain direction and then makes an about-turn at the last possible moment. Such occurrences really liven the quest beyond expectations.

Adding character to the game are the superb pictures of all its stars. Even the status screens feature a small amount of animation, preventing anything or anyone from appearing too wooden. With each new defender of Rune joining up there comes the addition of new tactics, not forgetting personality, and leads to choosing the most useful members for a specific mission. Shining Force is a game of such depth that it's possible to lose your whole self in it. The puzzles are often straight-forward, but occasionally you come across a real poser which ties you up for some time. This, combined with the action, makes some really compelling gameplay.

Another important addition to this admirable follow-up is its immense size. Twelve megs is an awful lot when used carefully and so the quest for Rune's peace is guaranteed to take many weeks of rewarding play. With a musical score of rousing battle themes and soothing melodies backing the action too the only possible faults here are that it is, in essence, an RPG and so cannot suit everyone in the same way that a character like Sonic the Hedgehog can. However I feel that Shining Force is among the best possible examples of an introduction to the role playing scene as well as offering a decent challenge to those who are more familiar.



RATINGS



93%

86%

86%

90%

87%

OVERALL
90

Smart attract sequence and a high standard of presentation.

Stylishly designed and carefully detailed.

Not of the highest quality, but perfectly adequate.

Once the action starts it's virtually impossible to pull away.

The game's size ensures many hours of play.

Finely presented combination of exploration and fighting leads Shining Force to victory.

ALTERNATIVELY



SWORD OF VERMILION
BY: SEGA
PRICE: £44.99

Like Shining Force this features a compelling plot and user-friendly controls, decent graphics and presentation. Something to own alongside SF but certainly not in place of.

87

THE SECOND OPINION



THOMAS DE GUISE
(SERF)

I agree with Paul completely, Shining Force is excellent. Perhaps the best thing about it is the effort that has been spent on the characters. For instance, the more experienced the characters in your team get, the more they change visually... clothing, weapons even hairstyles. In fact, you really start to care about the members of the force and try to help your favourite ones develop better than the others. Although the game is mainly fighting, it's far superior to that of Shining In The Darkness. With more characters, there's more strategy and you get to see the action too. What's more, the atmosphere of the game is great. It's

excellent when you return to the city after the first battle. The music goes all sad and the wounded lie in the streets. With the exception of

the little character pics though, the graphics are a bit poopy and Master System-ish. Nonetheless, they do the job just great. Yup, Shining Force is an truly classic game and I thoroughly recommend it.

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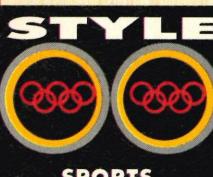
MEGADRIVE REVIEW



BY: ELECTRONIC ARTS



8 M-BITS



SPORTS

MEGADRIVE REVIEW



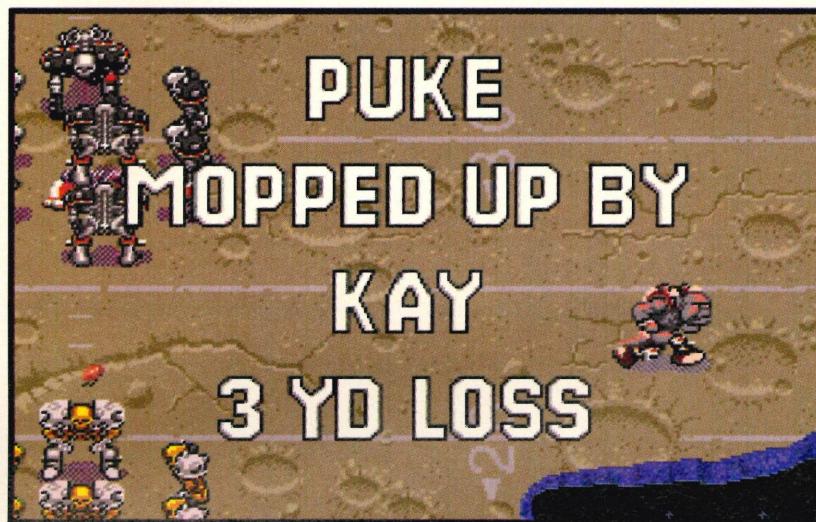
Have you ever wondered what it's like to be a lean, mean, fighting machine in the tough world of American Football? Maybe. But what about in the psychotic world of *Mutant League Football*? ROB BRIGHT pads up for a bizarre encounter with the game as you've never seen it before.

Football? Maybe. But what about in the psychotic world of *Mutant League Football*? ROB BRIGHT pads up for a bizarre encounter with the game as you've never seen it before.

I'm very grateful to EA, because until I played John Madden's I didn't have the faintest idea what American Football was about. As far as I could see it was a game of rugby played out between two bands of barking mad motorcycle messengers! EA showed me the light... and then in JM '92 they showed me it again... and in JM '93 they showed me it once more... and in *Mutant League Football*... hey, things are getting bright around here! The point is, before I even plugged this in I was asking myself if EA had maybe milked one cow too many. Is *Mutant League Football* different enough to deserve credit in its own right? That, as they say, is the question.

HARD AS FFFF...

One thing is for sure, in MLF the emphasis is placed on getting tough. The slick presentation got me suitably fired up, as I made my way through the standard abundance of options, the irritating rock tune scratching at my ears. There are plenty of teams to choose from with names as odd as 'Deathskin Razors' and 'Darkstar Dragons', and their capabilities vary. Some teams might field a very strong defence, some might have good receivers and so on. But while there may be marked differences on paper, they are far less apparent in the game itself. Some teams are clearly worse than others, like the 'Sixty Whiners' for example, but the standard of most teams are generally equally matched. Now this wouldn't be all bad except for the fact that when you start to become a bit of an expert you can't play as a naff team against a great one because the differences in quality aren't substantial enough.



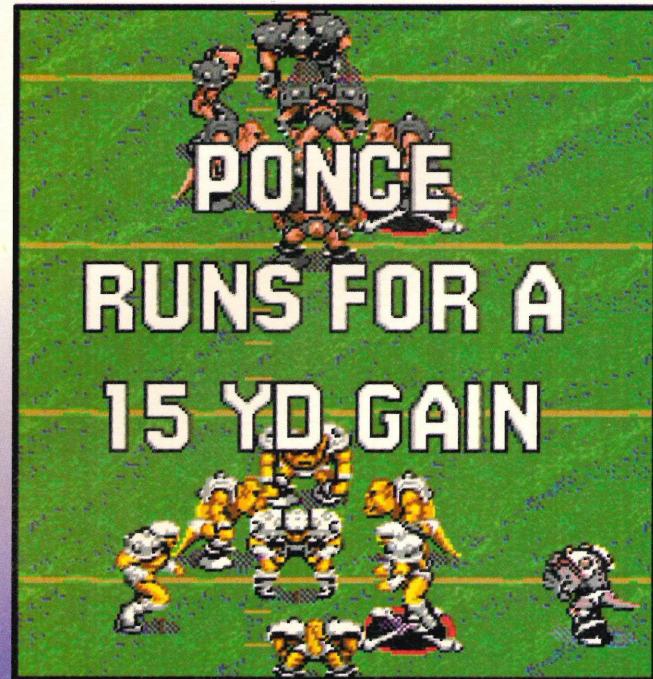
▲ Sacked for a loss, it really isn't Puke's day.

OH LOVELY! HERE'S SOME VIOLENCE

As devotees know, American Football is a rough sport. But in the mutated future, the present concept of rough becomes the equivalent of placing an order with Interflora. In this new age, the sport has five stages of violence for you to chose from. They are Rough, Bloody, Bone-Breaking, Slaughter and Annihilation. What this basically means is the higher the violence level the easier it is to kill opponents. If their Quarterback looks a bit smart, kill him! Isn't life simple?

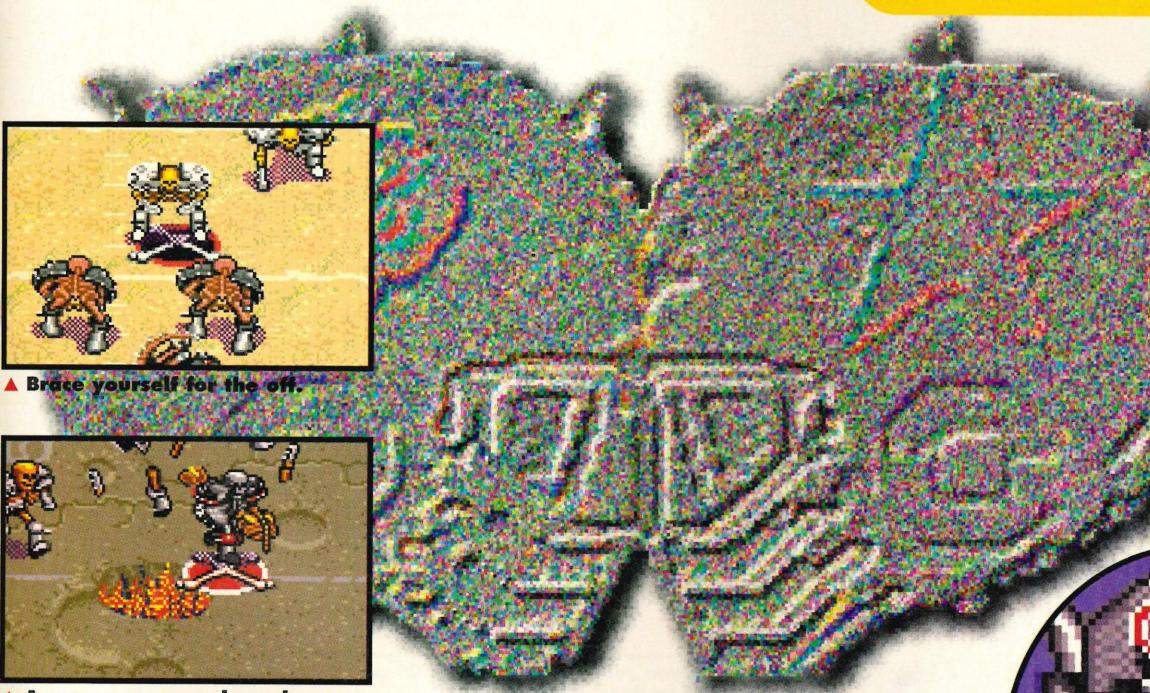


▲ Blood and fists fly, which all adds to the fun and sporting atmosphere of *Mutant League*.



▲ Yes, there are some normal pitches.

MADDEN GET BALL



▲ Brace yourself for the off.



▲ A wrong move and you burn.

KILL THE REF!

One department in which sports games traditionally come into their own is in two-player mode. MLF is no exception and actually proves more of a laugh in some ways than John Madden's. There is a sadistic reason lying behind this which is the 'nasty' audible option. This allows you to lay some really funky rough stuff on your opponent like changing the ball into a bomb, throwing dynamite, using super strength and charging your players up to electrocute anyone who gets in their way. It even gives you the opportunity to kill the Ref if you think the other side have bribed him!

WARPED RAZZAMATAZZ

The warped out weirdness prevails when it comes to other aspects of the game as well. On top of the traditional astro-turf, there are a variety of other surfaces to choose from. There's 'Frozen Waste',

where players spend a lot of time slipping around, various pitches with man-size holes for you to unexpectedly fall into, and best of all a 'Tripout Stadium' where, as well as the groovy psychedelic pitch, players must contend with its rubbery surface which makes the ball bounce more furiously than a freelance writer's cheques!

So there I am, pretty goggle-eyed at some of these wacky extras, until I play for a bit longer and realise that behind the warped razzmatazz, 'extras' is exactly what they are. What about the depth of the play options and so forth? The defensive and offensive options carry 'hard' names like "Hail Scary" or "Blud Man", but are essentially just like ordinary American football moves, and very similar to those in JM's. The difference between the two is that MLF lacks the variety and depth of options evident in JM's. Another problem is that the play chosen isn't accurately followed in practice. It is very difficult when choosing a running play to ever actually pass your opponent, unless you are using super speed. Tactically this isn't as well programmed as JM's, and the disadvantages of this become clearly evident after a while. When players don't always do as expected, confusion and frustration sets in, and can at times cost you points.

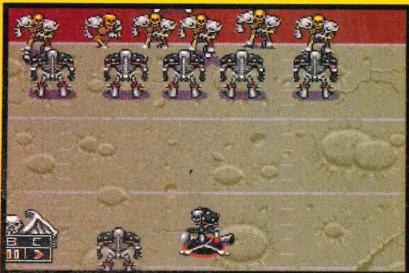


MEGADRIVE
REVIEW



GET CONVERTED

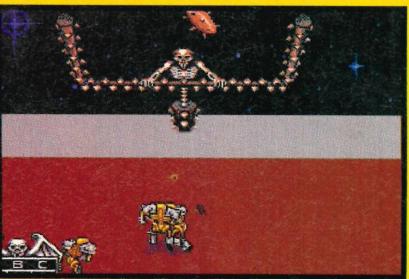
Anyone clued-up about American football knows that a one point conversion (where the kicker tries to get the ball between the uprights) naturally follows a touchdown. In MLF this isn't necessarily the case. The kicking option is provided for one point, but there is also the chance to try a 'run in' conversion for two points. The difficulty in achieving this makes it a lot more risky, but when the extra point makes all the difference it's worth having a go.



▲ Line up the shot as the defense line up their mutants...



▲ Power-up the kick and let it fly while your lads take care of things.



▲ It's good! But a cop-out when it could have been run in.



▲ Choose your mutants then the field of play.

COMPETITION RULES OK

As well as the one-off game, there is the chance to compete in the playoffs. The playoffs are a competition between the best teams in the various conferences (or leagues) to decide who is the best of the best and earn the trophy. There is the chance to save efforts in this competition and continue later. One option MLF has that JM's hasn't is a practice mode where you can work on specific plays to get the hang of them.



▲ Battle your way to the top league then take the cup, trampling on all opponents in the process.

NASTY!



▲ You'd better watch your footing or keep an eye on the opposing side.



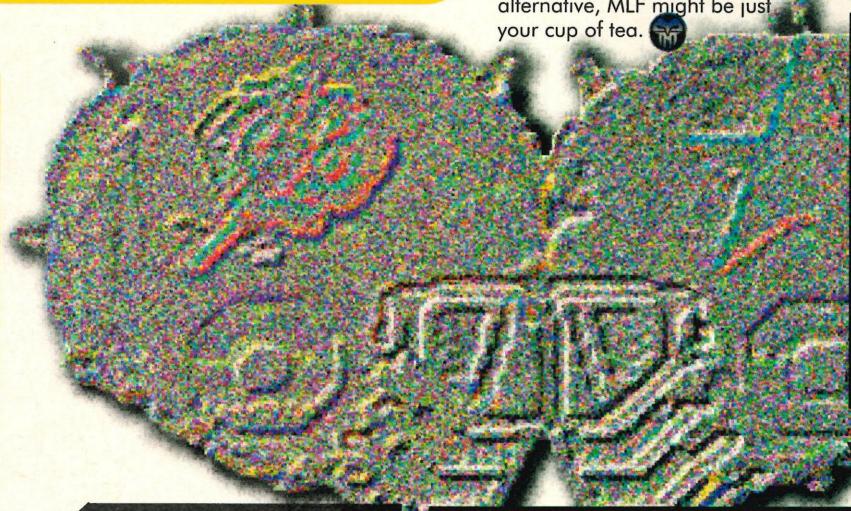
▲ It's not quite as simple as merely falling over. This guy saves his teeth...



▲ ...but goes to pieces when the defender catches up with him.



▲ It looks as though it's time to bring on a substitute or two.

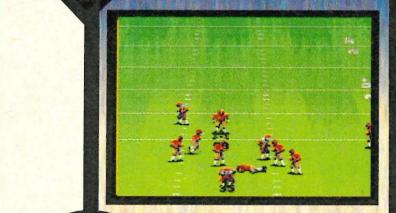


▲ Graduates of the Vinny Jones school of subtle tactics will have plenty of opportunity...



▲ Turn all their plays into action, without worry about the ref.

ALTERNATIVELY



95

JOHN MADDEN 92
BY ELECTRONIC ARTS

PRICE: £39.99
This is the most comprehensive American Football game on the Megadrive and one of the best sports games around on any console.

ALTERNATIVELY



78

JOE MONTANA 3
BY SEGA

PRICE: £39.99
The third version combines the best from its pre-decessors, but still fails to match the playability of Madden '92. The best feature, though, is the commentary that runs throughout.

END ZONE

Lying behind the weird, space age, 'Rollerball-esque' cosmetics, MLF is an inferior Football game to any of the three in the JM series. The new style is certainly entertaining, but when it comes to the crunch MLF hasn't got enough depth or reliability in the gameplay to keep you as enthusiastic as JM's would. But then again, if you're the kind of person with an insatiable lust for violence beyond reason, a fan of anything weird, wonderful and spaced out, or just a JM's owner looking for a brotherly alternative, MLF might be just your cup of tea. TM



▲ Slip-up and you could lose a player down one of several bottomless pits.

THE SECOND OPINION



PAUL GLANCY

I don't know if I'm 'the kind of person with an insatiable lust for violence beyond reason' but I probably am the kind of person who prefers exploding monsters to loads of real American Football tactics, so I did enjoy playing Mutant League Football. The graphics, sounds and feel of the game are all good, and the range of plays (which seems to be about on a par with one of the Joe Montana games) are sufficient for a gridiron simpleton like myself. Rob's right though, the sort of player who prefers Madden-esque realism will brush straight past the laughs and anarchy and be wanting to take on the original Green Bay Packers line-up of March 1966. For range of plays and realism, you're definitely best off with JM '92, but if you're not such a gridiron groupie I think you might find this a bit more fun.

RATINGS



92%

REFLEXES
OPTIONS a-plenty. Very slick introduction.

90%

GRAPHICS Large, well-drawn sprites. Backdrops well in keeping with the theme.

80%

SOUND Good "HUUGHS", but the coaches need to see speech therapists.

88%

SHORT TERM PLAY Responsive and easy to get into if you know the rules to American Football.

80%

LONG TERM PLAY Plays don't always follow the option picked, making it frustrating at times.

OVERALL

84

Some entertaining differences from John Madden's, but it lacks as much depth.



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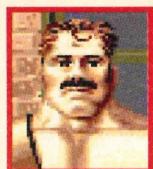
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MEGA-CD REVIEW



BY: SEGA



PAUL DAVIES shuffled about the office, shadow boxing and snorting loudly down his nose. Channelling all his pent-up energy into a massive uppercut, he lost his balance and fell out of a nearby open window. As he plummeted four storeys to certain death, fear forced him to break wind with incredible velocity. And that was his Final Fart.

The Megadrive already has its outstanding imitations of Capcom's monster hit Final Fight, in the form of the Streets of Rage saga, so it was only natural that the old Fighter should move up to the real heavyweight arena - Mega-CD status. Now it's here, those seasoned streetfighters Haggard, Cody and Guy look set to steal back their rightful positions as the beat 'em up supremos!

TELL ME THE OLD, OLD STORY...

Unless you've been hiding in a nuclear fallout shelter in Switzerland for the last four years, you should know the plot already, so I'd skip this bit if I were you. But if you're not familiar with it, here it is in a nutshell: The game revolves around three rock-hard street-fighting geezers: Haggard, Cody and Guy. When he's not acting in his official function as the Mayor of Metro City, Haggard's favourite pastime is perfecting his wrestling moves. His beautiful, teenage daughter Jessica spends most of her free time hanging out with Cody, a likeable rogue who her father regards as a 'no-good punk'. But Cody isn't altogether a bad guy - it's just that he's quite handy at fighting, so he gets called upon to 'help out' whenever there's a rumble in town. Of course, Cody isn't stupid enough to attempt these feats of bravery on his own - he teams up with his mate, Guy, who's not one to shirk from the face of danger himself!

These impressive displays of machismo earn the lads a sizeable reputation - a reputation that reaches the ears of the local psycho-gang, the 'Mad Gears'. So the leader of the gang, Belger, decides to put their 'hardness' to the test. One evening, while Mayor Haggard is working late at the office, Belger orders some of his homies to kidnap the girl Jessica and hold her for ransom. Then he gets his right-hand man and leading thug-about-town, Damnd, to phone Haggard's office and tell him that his daughter is in their evil clutches. Knowing of Haggard's reputation as a wrestler and of Cody's love-sick devotion to the girl, Belger expects the pair to come out fighting, bringing Cody along with them. Should the inimitable trio fail in their bid to release Jessica, and fall to the violent whims of the Mad Gears, Belger will have earned himself control over Metro City (and a reluctant new girlfriend into the bargain). It's up to you to make sure that doesn't happen...



▲ He may be fat, but this Jabba wannabe is just as easy to deck as the rest.



▲ Complete a combination of punches to send the bad guys reeling with a super hit.



First of all he smacks the goons in the features with a couple of swift jabs....



... Then leans in





▲ It's no good throwing punches if you're not lined up with the target.



▲ Despite his size, Haggar is capable of pulling off a rather improbable flying kick, which is just as effective against the female gangsters as the guys.

FIGHTING STRENGTHS

One or two players can take the fight to the Mad Gears, each one choosing which hero works best for them as each one of the three has his own particular fighting strength. Haggar is the biggest, and therefore the strongest character, whose wrestling talents provide him with many powerful moves, although his massive bulk restricts the speed with which he is able to perform them. Guy, in contrast, is the fastest fighter of the three and is best suited to players who like their fighters flash and a little acrobatic. Guy is like a sleek Corvette, whereas Haggar is more akin to the power of a Big Foot monster truck! The Mustang of the trio then is surely Cody, as he is, pure and simply, a powerful all-rounder minus the frills.

While their collective ability in unarmed combat is enough to dissuade any self-preserving crook from a confrontation, the men are similarly adept with the use of weapons. Cody, being a natural streetfighter, is very handy with a knife. Guy, on the other fist, is a bit of a ninjutsu master and can swirl swords about like you wouldn't believe! Finally there's Haggar whose monstrous hands grip an iron bar with ease and whose arms provide the strength to wield such a thing.

INNER-CITY VIOLENCE

The fighting takes place on the streets of Metro City and, since the seemingly uncontrollable decline of the place began, the Mad Gears have pretty much taken over the whole town! This amounts to six areas, each of which is ruled over by one of Damnd's protégés! In fact Belger is so confident about our three heroes' demise that he

entrusts hard man Damnd with the job of being the very first boss character that they meet in an area known as 'The Slums'. After crashing through the trash cans and oil drums in this zone, the two chosen ones take a trip on an underground train in 'The Subway', which transports them nicely to a battle with a masked, sword-wielding ninja character named Sodom.

The 'West Side' is ruled over by Edi E, a crooked cop who likes to throw his weight about – especially in the direction of those who might oppose him! But it's the Industrial Area of level four that is possibly the most interesting area of the game to Mega-CD owners, though not just because it's one of the toughest! The point is that, as this package stands as the first complete conversion of Capcom's coin-op, nothing here is left out! Even the widely-acclaimed Super NES version, along with its pathetic three sprites onscreen and enough slowdown to damn it forever, has many features missing from the original – not only is the two-player option ignored, but an entire level is sacrificed for memory's sake. Not so here, friends, because Rolento, this particular stage's boss, and all his cronies are just waiting to take on all-comers!

Even after this, as our heroes enter the Bay Area, the benefits of Final Fight CD become more and more apparent. This is the part of town where the city punks await, surrounded by motorbikes and some molotov-toting associates. Our stalwart brawlers cannot wait around in one place for too long here, or they find themselves hot-footing it back home as the flames burn into their soles! Aiiieee!



... And finishes with a swift spinning kick. Cor!



in the elbow.....



Watch the Mad Gears shiver in terror as Guy turns on them with a close range knee attack to the guts. Oo! It makes your eyes water just to think!



Finally the man Guy lifts the enormous weight of one of the big blokes and chuck's him into his mates. Absolutely awesome!

The red faced, leopard skin loser of a wrestler known as Abigail blocks the way to 'Uptown'. Surprisingly, not even this snobby area of town escapes the surge of violence in Metro City. This is the stage upon which the final confrontation is set – in Belger's estate! Once the heroes have rumbled a path through Main Street, they find themselves at Belger's front door. It's here that the maniac's elite are posted to prevent anyone from getting any closer. This is also the point at which players generally gasp at the sheer amount of action on the screen!

And so to the the man himself! With the sound of his dreaded crossbow resounding crystal clear about the room, the bearded, wheelchair-bound hoaxer is the last man to stand between our heroes and Jessica. Actually, should you get this far with both Guy and Cody, there's a twist to the tale... but we're not telling!

BONUS ROUND BEATINGS

Final Fight was the first beat 'em up ever to feature the now infamous bonus round affairs that feature in Street Fighter II (and even in some of the lesser clones currently taking money in the arcades). The car-smashing spree of Street Fighter II is lifted straight out of Final Fight, but the slightly forgotten part of the game where a player uses his fighter to crash through sheets of ice is perfect for releasing some pent-up aggression too!

But there's even more and, in this instance it's all new! I'm talking about a completely original, extra bonus round included in this CD conversion, where players are presented with 60 seconds to beat the living daylights out of a host of Mad Gear types atop an enormous suspension bridge! Strangely, though, the traffic below is at a complete standstill – perhaps they've stopped to watch all the action?



▲ The villains show up on the title screen, but there's no sign of the heroes. Boo!



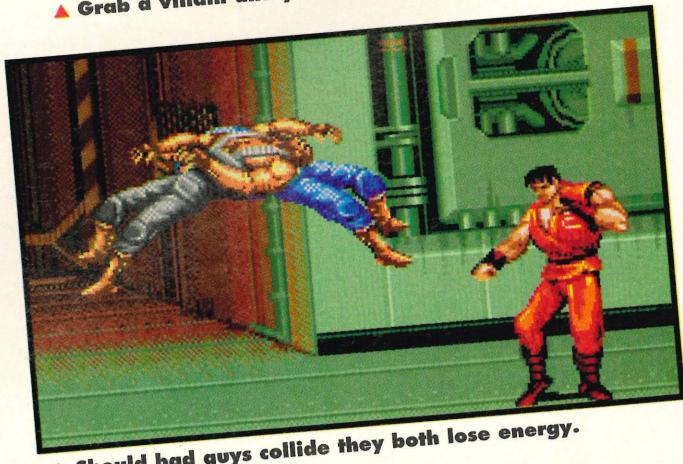
▲ An all-new, never before seen bonus round.



▲ Grab a villain and you can use him as a weapon.



▲ This strange attack of Hagger's is actually the set up for a throw.



▲ Should bad guys collide they both lose energy.

CD BEATS CARTRIDGE HANDS DOWN!

Capcom have been able to use the massive memory capabilities of the CD format to great effect – the animation of the sprites is incredibly fluid and the atmospheric, beautifully-rendered play areas have been crammed with enemies. This inevitably makes completing the game more difficult, but it also means that there's at least twice the fighting action available to the bloodthirsty player than in any other game of this type! Imagine a Debenhams clearance sale with knives, iron pipes and swords and you get the picture! Even more impressive is the fact that the action does not slow down at any point on the way to Belger's domain. This is largely due to the the Megadrive's already speedy processor, but the Mega-CD just makes this game incredible.

The new technology has also allowed the musicians at Capcom the opportunity to go crazy over the soundtracks and sound effects – and they've really gone to town on them! The entire soundtrack from the original game has undergone a complete remix and is fresh with sampled guitars and thumping drums that churn away as Haggar, Guy or Cody (or two of the same) yell and scream their furious way into the mêlée! This is definitely a game to annoy the neighbours with, if not the whole street!

In my view, the phrase "Once a classic, always a classic" describes Final Fight CD perfectly. In 1989, when the game was launched, Capcom knew exactly what they were doing, as they produced the finest two-player scrolling beat 'em up of all time. It is the original and nothing has, or ever will, detract from this. Control over each character is perfect and the game mechanics are absolutely spot on. Every star of the game, good and bad guys alike, has a strong personality. The will to see the enemies bite the dust is as strong and as bitter as the desire to see the heroes exact their sweet revenge! As good as it is, Streets of Rage II is still no match for this game in my opinion. There's only one Final Fight and now it's all here for the taking – refined and honed to perfection, whilst still retaining the grit and toughness that made its name. Buy a Mega-CD and this game and you won't feel cheated!



THE SECOND OPINION



TOM GUISE

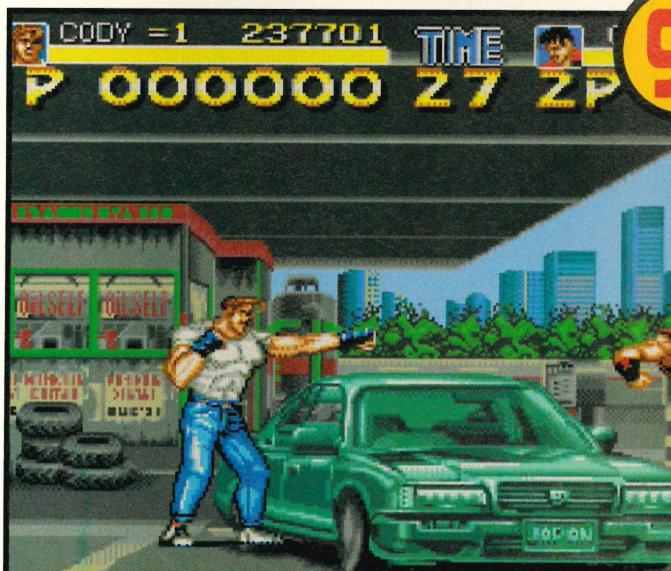
Incredible! That's what it is. Final Fight CD is incredible. We've had to wait a long time for the release of this monster of a beat 'em up, but never in our wildest dreams did we ever imagine that it would be as completely awesome as this. It's all there. All the characters, the two player action, all the levels, all of it. None of this badly slowing down, three sprites on the screen rubbish that we saw on the SNES. Nope, Final Fight CD dumps on the Super Nintendo version from a great height. What we have here IS the coin-op and for only £40 as well! To be fair though, I wouldn't agree with Paul that Streets Of Rage II is no match for Final Fight CD. I think that it fairs very well against this father of all beat 'em ups. In fact, there are more moves and better variety to the fight action in SOR2, but that has more to do with the fact that Final Fight is now four years old. Anyway, with better graphics, awesome sound and the best beating action around, Final Fight CD comes out tops. This game shows that the Mega-CD is all it's cracked up to be. Buy Final Fight CD and you'll have an arcade machine in your own home. Believe!

IMPORT ALERT

The disc reviewed here was an import which will not operate on an official Mega-CD. Please note that the release date at the start of the review is the date when the official version is due to be released.



▲ This boy is tough, but grab a sword and you'll soon cut him down to size.



▲ You saw it here first. The car smashing which was popularised in Streetfighter 2 first appeared in Final Fight. Unlike the SNES version, you get to inflict twice the damage with double the characters on the Mega-CD.



▲ Hagger's spinning attack is very effective, but using it drains some of his energy.



▲ Those blokes don't stay on their knees for long.

MEGA-CD REVIEW

ALTERNATIVELY



STREETS OF RAGE II
BY SEGA
PRICE: £39.99

A stunning Final Fight wannabe with herds of special moves and a choice of five characters. The one-player vs mode is an added bonus.

95

RATINGS



REFLEXES **STRATEGY**
CHALLENGE **THOUGHT**
PRESENTATION

94%

Moody attract sequence. The whole thing's incredibly smooth.

95%

Perfect design and animation for beat 'em up fans.

94%

Brimmily clear sound effects. Revamped Final Fight classic tunes.

92%

Instantly addictive and satisfying to play. Two-player even more exciting!

87%

Always enjoyable to play. Never loses that initial buzz!

OVERALL
94

Doesn't stretch the Mega-CD's capabilities, but this is a true classic, an absolute must-buy.



TECHNIQUE ZONE

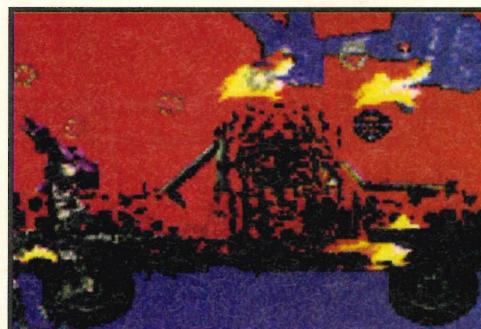
A thousand welcomes. Welcome, welcome, welcome... Actually three 'welcome's will have to do because we are short of space this month in the Technique Zone pages. Not so short of space that we can't fit in some gorgeously nice tips, mind.

As of next month, mind, space won't be too much of a problem because every issue of *MegaTech* will come complete with a free (that's FREE!) Hyper Technique Zone tips book in which we reveal everything that anyone would want to know about how to beat a particular game, and there'll be a different game every month.

The other new development in the World of Technique Zone is the selection of members of the all-new Team *MegaTech*, a band of skilled gamesplayers who will be supplied with a smart new game and asked to compile a full set of tips and maps for it. The reward for this will be immeasurable (actually you get to keep the game forever and you get your picture in the magazine). We'll be writing to the people who have provided the best tips contributions over the past few months to enlist their help, but if you think you would make good Team *MegaTech* material send us in a sample of your tipping skills and we'll be in touch.

The address for all tips, great and small is, as ever:
**TECHNIQUE ZONE, MEGATECH,
PRIORY COURT, 30-32
FARRINGDON LANE, LONDON,
EC1R 3AU.**

● **TERMINATOR 2
HK SEQUENCE**
BY: THOMAS WOOD, SPALDING



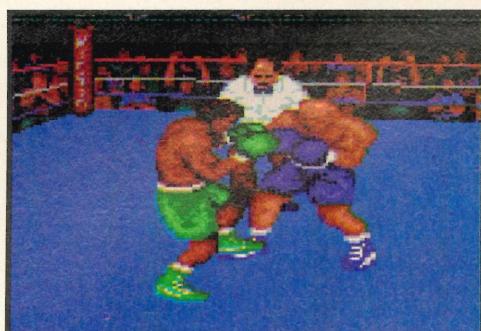
▲ Complete the truck section without cheating.

All right. For all of you who have been ringing in wondering how the hell to get off the infamous Truck Run stage, and who DON'T want to use the level select cheat printed last month, here's the sequence in which the aerial Hunter Killers turn up on the screen so you can ready your gunsight (or Menacer, should you be so fortunate).

LEFT, RIGHT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, LEFT, LEFT, RIGHT, RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT, LEFT, RIGHT, LEFT

It may also help you to know that the helicopter trying to shoot the SWAT truck on level six appears 13 times before the tanker drives onto the screen.

● **MUHAMMAD ALI BOXING
PASSWORDS**
BY: DAVID FULLARD, WALSALL



▲ Avoid the chaffy boxers and head straight to the hard nuts with these codes.

David is a bit of heavyweight champ, and if you want the proof his KO record is 1 minute and 20 seconds, throwing 50 punches, hitting with 45 and knocking his opponent flat three times. The other proof of course is these passwords.

ARCADE MODE

Don't know why anyone would want to play in arcade mode, but, nevertheless:

007KEHCZ
007EBXCZ
0075B7CZ
007BBNCZ
0072B4CZ
007CCCCZ

SIMULATION MODE

This is more like it. Take this route to the World

Championship with ten wins, no losses and five knockouts:

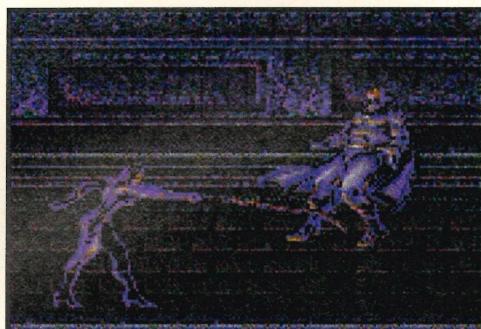
H075CXCZ
H07BC7CZ
H0724NCZ
H07C44CZ
H07WNCCZ
H074NBCZ
H07ANECZ

Or to start the simulation mode with four knockouts enter:
H07B4NCZ

● **NHLPA HOCKEY '93
GOAL SCORING TIP**
FROM: STEPHEN WORTHY, ESHER

Stephen doesn't think the nation should be deprived of this score-goals-with-ease tip, and who are we to argue? Apart from the publishers of the magazine he wants them printed in, of course? Hmmph, well, the tip goes like this. If you're going up the screen, just line yourself up with the goalie in the middle of the rink, hit the pass button and watch the puck slide into the net. Any player, no matter how useless he is at scoring, can do it.

● **BATMAN RETURNS
POWER-UP LOOP**
FROM: PETER BRODIE,
CRONULLA, AUSTRALIA



▲ Power-up to maximum to help you defeat the Cat Woman and her mates.

Dogged by those Running Out Of Weapons blues? It's an everyday problem for your bat-like superheroes... or at least IT WAS UNTIL TODAY! Now you can keep your utility belt fully equipped by using this power-up loop. In the abandoned building section of stage one (the second sub-stage) collect the weapons by leaping behind the walls at the start, middle and end of the floor. When you get down to the air vent, don't block it up by smashing the first statue's head. Instead, allow yourself to be carried up to the first floor of the building again and you will be able to restock on weapons AGAIN! You can keep doing this as often as you like until you have enough batarangs, smoke bombs, grappling guns, bat swarms and extra energy to keep you happy for months.

● **STREETS OF RAGE II
PLAY SAME CHARACTERS**

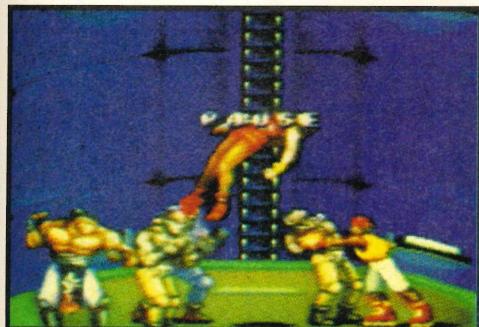
If you're playing the two player game (not the duel) it lets you both be the same character. Quite a novelty, we're sure you'll agree. Any road up, here's how it all happens.

Plug both controllers in and switch on. When the title screen appears press right and B on pad one



TECHNIQUE ZONE

and left and A on pad two. Press C on pad two and keep everything held down until the game select screen appears. Go to two player start and you should find you can both select the same character, and take the Max twins into battle!



▲ Play the same characters at the same time in normal game mode.

There's another little Streets of Rage II trick, which we have seen working but couldn't get to work ourselves (sorry, it must require 'the magic fingers'). Give it a try anyway, though. When you're playing the game, pause it and press A. If the trick has worked (which it didn't for us) a pair of numbers should appear above each player's score which indicate the number of knockouts achieved by that player since they last used a continue, and the total number of knockouts by that player throughout the whole game. Alternatively, you can press A on the high score screen and instead of showing the level the players got to it will show their knockout totals. Maybe.

• CRÜE BALL LEVEL SELECT



▲ It takes ages to get to the bonus rounds conventionally, so use this level select.

Come, little reader, take my hand, and journey to any level you like in Crüe Ball. Start this process of wonderment by going to the music demo and selecting the level 6 music. While those good sounds are taking you to new heights of ecstasy try to regain mental control long enough to press button A, then C, then A, then B. Now go back to the title screen and start the game. Now, concentrate on the Level display at the bottom of the screen. Concentrate... Concentraate.... But if concentration alone seems to have no effect, press B and up or down on the joypad. This will increase or decrease the level number, allowing you to go straight to level nine in the twinkling of an eye, should you be afflicted by eye-twinkling.

GOLDEN TIPS OF YESTERYEAR IN WHICH MEGATECH REVEALS "THE SONIC COLLECTION"

For the benefit of anyone who didn't get these the first time around here are the cheats for Sonic the Hedgehog and Sonic 2 in a tear-off-and-keep (if you want to ruin your copy of MegaTech) or just-read-it-and-try-it form.

● SONIC THE HEDGEHOG

LEVEL SELECT: On the title screen press UP, DOWN, LEFT, RIGHT, then hold down A and START and flash, bang, wallop, there's the level select screen. Wonderful.

LEVEL CONSTRUCTION: Again, on the title screen press UP, C, DOWN, C, LEFT, C, RIGHT, C. Now press A and START and you should find the game has started with a load of strange numbers in the corner of the screen. You can now change Sonic into any sprite from the current level (rings, monsters, bits of scenery) by pressing B and then A to cycle through the objects. These objects can be plastered all over the landscape by pressing C.

Using this cheat you can get to the Special Stage very easily – just fill the end of level screen with 50 rings – and when you do actually enter the Special Stage you can just press B and move the corrupted Sonic sprite straight through the maze and onto the Chaos Emerald before pressing B again to change him back to collect the emerald.

● SONIC 2

LEVEL SELECT: Go to the music test on the options screen and select these tunes in this order: 19, 65, 09, 17. Then go back to the title screen and press A and START then – 'Hey Presto!' – a level select screen.

LEVEL CONSTRUCTION: Yep, this is a similar cheat to the one in Sonic The First. Go to the music test on the level select screen (see above) this time and choose these tunes: 01, 09, 09, 02, 01, 01, 02, 04. Now pick your level, press A and START and there you are in level construction mode. This works just like the one in the original. Press B to change Sonic into another sprite, A to then flip through the available graphics and C to plant them on the background. Hours of fun.

SUPER SONIC: Become Super Sonic without having to collect all the Chaos Emeralds simply by choosing these tunes on the level select screen's sound test: 04, 01, 02, 06. Actually it's not just as simple as that because you then have to choose a level and collect 50 rings, before jumping in the air to effect this miraculous transformation!

14 CONTINUES: On the options screen, select Sonic only and then these tunes on the sound test: 19, 65, 09, 17, 01, 01, 02, 04. Then go back to the Sonic Only bit and press START. When Sonic kicks the bucket, there he is with 14 continues.

INFINITE LIVES: To get this cheat working you need to play a single player game with Sonic and Tails, and with the level constructor (above) activated. Start the game and take Sonic to the first bridge where the Mashers are leaping up and down. Press B to activate the constructor cheat and turn Sonic into a Masher, move the sprite over the bridge and keep pressing C to place loads of Mashers on the same spot. Now disconnect your joypad and plug it into port two so you can take control of Tails. Tails, of course, is indestructible in this mode, so you can just pile him into all the Mashers and he'll get so many points he'll earn loads of extra lives in instants. You can repeat this as often as you like!



| | | | |
|----------------|---|-----------------|---|
| EMERALD HILL | 1 | METROPOLIS | 1 |
| CHIMICAL PLANT | 1 | SKY CHASE | 3 |
| AQUATIC RUIN | 1 | KING FORTRESS | |
| CASINO NIGHT | 1 | DEATH EGG | |
| HILL TOP | 1 | SPECIAL STAGE | |
| MYSTIC CAVE | 1 | SOUND TEST *06* | |
| OIL OCEAN | 1 | | |



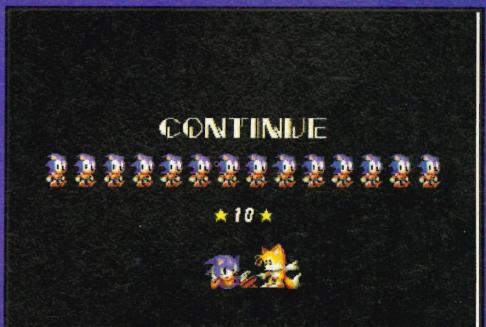
▲ Go straight to the end in this mode.



▲ Become Supersonic without collecting a single chaos emerald.



▲ 14 continues can be yours...



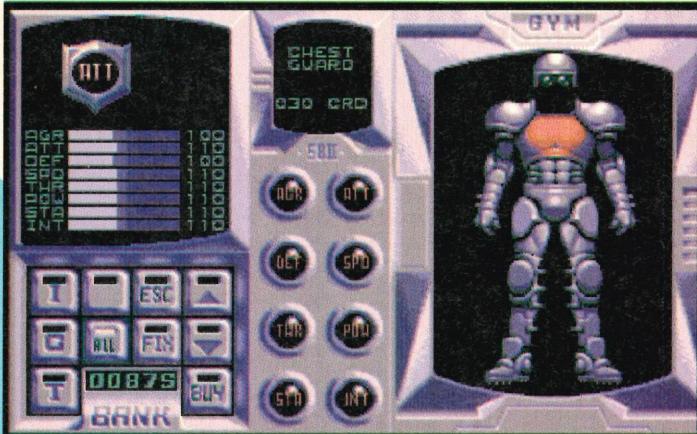
▲ ...or perhaps infinite lives is more up your street.



TECHNIQUE ZONE

FROM LIAM CULLEN, WELWYN GARDEN CITY

Liam sent in a rather thorough guide to this lovely... well, perhaps "lovely" is the wrong word... sports/beat 'em up game. So if you want to get to the top of the first division heed The Words Of Cullen, a man who evidently takes it all very seriously. And why shouldn't he? Onward!

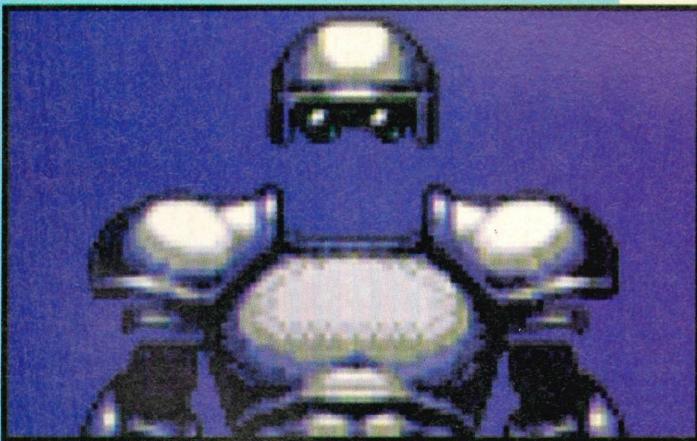


▲ It's pointless saving money, spend to create a hard team.

WORKING OUT IN THE GYM

Start out by boosting the power of your attacking players to the max, then start on improving your defence. If you've got any money left after bringing them to full strength, spend it on your midfield. Then start the match and collect as many coins as you can.

If you find yourself getting a bit skint as the game progresses, concentrate on spending your meagre funds on SPD, ATT, STA and DEF.



NEW PLAYERS

These don't come cheap but if you do find yourself with a fat wallet watch out for these players.

SECOND DIVISION: ATTACK

Cazza: Fast and strong, probably the best attacking player in the second division.

SECOND DIVISION: MIDFIELD

Roscoff: A bit like Cazza, actually.

FIRST DIVISION: ATTACK

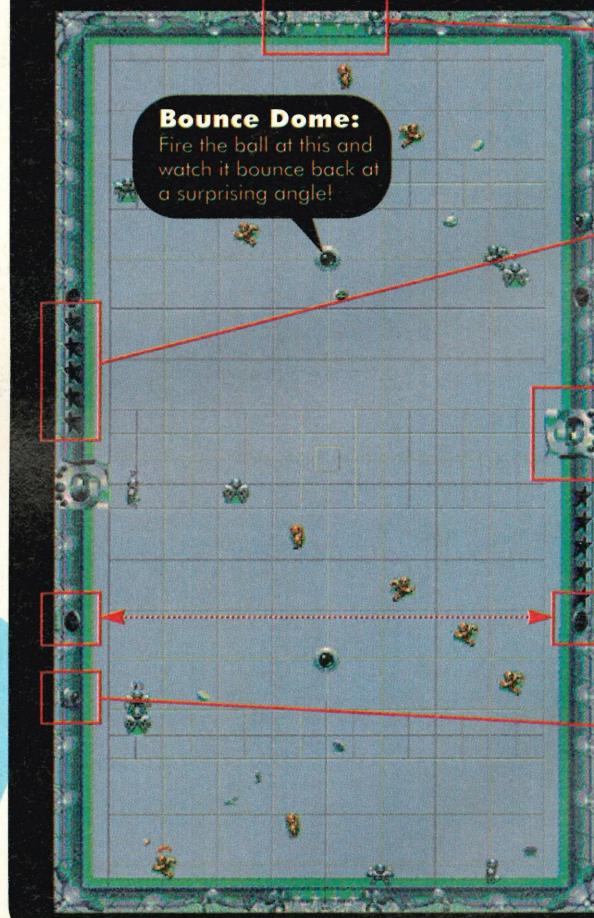
Jams: The best player in the game! Buy him as soon as you can!

FIRST DIVISION: MIDFIELD

Mandrake: Friend of Flash Gordon, Lothar and The Phantom ("The Ghost Who Walks") is fast and powerful, but useless in the second division.

SPEED

THAT PITCH IN FULL...



The Goal:
Earn ten points just by dodging around the keeper (or steaming straight through him), and slamming the ball into the goalmouth.

Bonus Stars:
Bounce the ball off one of these five stars to earn an easy two points.

Score Multiplier:
Throw the ball into this, and every subsequent point scored will be worth 50% more; double your score by activating the multiplier twice!

Ball Warp:
Throw the ball into this and gasp as it comes out of the hole on the other side of the playfield!

Ball Electrifier:
These power up the ball on contact, allowing you to stun any opposing players you hit with it!

LET'S HAVE A LOOK AT THE OLD SCOREBOARD

Here's a summary of the points system. Standard (STD) points scores can be increased by using the double playfield features once (+50%) or twice (+100%).

| | STD | +DP1 | +DP2 |
|----------------------|-----|------|------|
| GOALS | 10 | 15 | 20 |
| ONE STAR | 2 | 3 | 4 |
| 5-STAR BONUS | 10 | 15 | 20 |
| BOUNCE DOMES | 2 | 3 | 4 |
| INJURE PLAYER | 10 | 15 | 20 |



TECHNIQUE ZONE

BALL UP

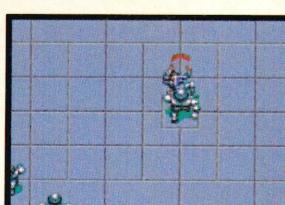
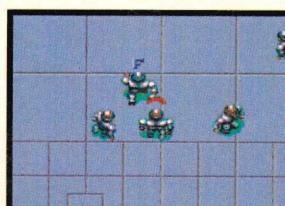
KICKING OFF (OR WHATEVER YOU CALL IT)

There are all different ways to start the match and here are some of the best ones.

1. When the ball comes up jump and grab it and throw it to your right winger. Get him to grab the ball and throw it towards the opposition goal. By this time your centre forward should be near the goal, and as the ball comes towards him press slide and you should take the keeper's legs away and be able to score in the open goal. This takes about ten seconds.

2. This one also takes about ten seconds. Grab the ball and run to the computer centre forward's right. When you've passed him keep on running and you should run in between the two defenders. Throw the ball to the keeper and tackle him, then throw the ball in the open goal.

3. The fastest and best way to score from a kick/blast off is to wait until the computer runs for the ball then, just before he gets to it, take his legs away and keep pressing one of the buttons so you throw the ball to the computer's midfielder. Then take his legs away too. When you get to the goal throw the ball straight at the keeper and take his legs away (THIS IS GETTING MESSY - PG). Now shoot! If you're quick you can pull this off in less than five seconds!



FOUL!

If you can, try to injure as many players as possible. This means the opposition will have to field substitutes who won't be as good. The centre forwards are good targets to concentrate on.

HOT SHOTS*

Bored with those ordinary, straightforward scoring techniques? Well, do away with tedium and impress your opponents with these flash scoring techniques.

*Only at Kentucky Fried Chicken



1. Shoot the ball at the electron bouncers at about 45 degrees and you should be able to get it to bounce straight into the goal!

FLASHNESS QUOTIENT: 3/5



2. Throw the ball up the pitch from about here, but hold the button down so that it goes high. Get it right and it will land on the ball bouncer, go up again and lob the keeper!

FLASHNESS QUOTIENT: 4/5



3. If the ball ends up in your keeper's hands don't just follow the crowd and clear it straight away. Throw a high ball straight up the pitch to your fastest player then, while you're waiting for everyone else to catch up you can run around the pitch collecting coins. When you're bored just score.

FLASHNESS QUOTIENT: OFF THE SCALE, BUT EXPECT TO BE BEATEN UP FOR BEING A SMARTASS.

TEAM EFFORTS

THE WORST TEAMS IN DIVISION ONE

POWERHOUSE

Many followers of the SL reckon that Powerhouse are well overdue for relegation. Due to several violent clashes with Lethal Formula their defence is severely weakened and their attack is unable to summon the strength that nearly brought them victory.

RAGE 2100

Despite a reputation for extreme violence the other qualities of the team have prevented them from ever scraping themselves off the lower ranks of Division One. Their power and attack are notable but they are no longer an effective First Division team.

MEAN MACHINE

Apart from their name there's nothing mean about them.

THE BEST IN DIVISION ONE

SUPER NASHWAN

Don't mess with these guys if you want to keep your best players in one piece by the end of the match.

WORST TEAM IN DIVISION TWO

REVOLVER

Basically, the worst team in the Speedball League. Use them for practice and collect plenty of bonuses to power your team up for later games.

BEST TEAM IN DIVISION TWO

There isn't one. They're all ka-ka. Use this time to prepare your team for the tougher matches in division one.





TECHNIQUE ZONE

CRACKING CARTRIDGE CODES

ACTION REPLAY

This month's wielders of the Action Replay Pro are none other than Omar Gourad, David Ballard and Kevin Costner... wait a minute... Kevin Foster, I beg your pardon.

GREEN DOG



INFINITE ENERGY – FF20FC0001

KRUSTY'S FUN HOUSE



INFINITE LIVES – FF0FF30003
INFINITE PIES – FF0FFD000A

ZERO WING

INFINITE LIVES – FF00FD0003
INFINITE WEAPON POWER – FF0C7F0003
INFINITE CONTINUES – FF00DD005F
NO MUSIC – FF00B50000
INVULNERABILITY – FF15C30002 – For this one start the game as normal and your ship will freeze. Turn off the Replay cartridge and press reset. Press start until you get back to the game and press reset again. Press

start until you get back to the game and your ship will now be invulnerable.

HELLFIRE

INFINITE LIVES – FF00670003
INFINITE BEAM – FF00690002
INFINITE FIRE POWER – FF08450004 – You won't be able to see where you're shooting until you collect a P.

LEMMINGS



INFINITE DIGGERS – FFF491000F
INFINITE MINERS – FFF490000F
INFINITE BASHERS – FFF48F000F
INFINITE FLOATERS – FFF48B000F
INFINITE CLIMBERS – FFF48A000F
INFINITE BOMBERS – FFF48C000F
INFINITE BUILDERS – FFF48E000F
INFINITE BLOCKERS – FFF48D000F
INFINITE TIME – FFF4E80001
SLOW RELEASE RATE – FFF4E60001 – Release rate sets itself to 1 after pressing - on the screen.

SONIC 2

INFINITE RINGS – FFFE210032 – Gives you 50 rings... forever!

INFINITE LIVES – FFFE120003
INFINITE TIME – FFFE240000
ALWAYS COMPLETE BONUS LEVELS – FFFE2100F1 – Works by fixing the rings at 241 so you are awarded a Chaos Emerald even if you don't collect the required number of rings.
MEGA POINTS AND EXTRA LIVES – FFFE27000F – Starts you off with 9,800,000 points and your lives increase every time you hit a baddie.

POWERMONGER

INFINITE TROOPS – FFD06F00FF

Ahoy, Tips Traveller! Did you get one of those lovely cheating-type cartridges for Christmas/Easter/your birthday/any other recent event at all? Well, it's evidently good fortune that blows in the winds that have caused our paths to cross. For here, in this Sanctuary of Ciphers, we reveal the magic hexes that, in conjunction with the mystical power of a Game Genie or Action Replay Pro, unlock the secrets of those games that are giving you a hard time. If you have, mayhaps, discovered some fine code of your own, then do not hesitate to send it in to the usual Technique Zone address, and see where it gets you. Anyway, away with the foppish preliminaries ("Shoo! Shoo now!") and on with the cheats!

INFINITE FOOD – FFD0AB00FF

You also start each land having already conquered it.

GAME GENIE

These codes come from the famous Ed 'Pinky' Lomas, who admits that most of them are a bit useless... but, hey, at least they're fun!

SONIC 2



SEST-DE1A – Each ring is worth 0 rings (now that is useless)

YLTA-CA9A – Speed boots and invincibility never run out, Tails follows more closely than usual, Sonic's animation frames run at twice normal speed and you get 200 points for killing enemies instead of 100!
SLTA-CA9A – Like the one above without the high speed Sonic and extra points.

CLTA-CE9A – Invincibility runs out straight away.

9JST-DF1A – Each ring is worth 0 points and a pretty sparkle is left when you collect it.

4LTA-CA9A – Speed boots and invincibility don't run out and enemies are worth 300 points.

HLTA-CA9A – Play as Sonic and when you do a standing spin at the start of the game he goes pink and the game crashes.

SETA-DN1W – When you're hit the lost rings are invisible.

2ETA-DA16 – You can't collect lost rings.

CJTA-DA16 – Lost rings kill you! You can use a spin attack to get rid of them and earn points, though.

2LTA-CA9A – Sonic has no spin attack! This is probably the best code of the lot because it makes the game really hard. You cannot kill the baddies unless you have Tails following you and you can guide him into them without getting yourself killed. The guardians are very difficult so you might have to turn the Genie off for them. Also if you turn the Genie, jump, and turn it back on again when you're in mid-air you will land and stay rolled up in a ball until you are shot or you deactivate the Genie. If you turn off the Genie, stand still and turn it back on again you will be able to make Sonic jump around even when he is tapping his foot or lying down! You need to keep turning it off because he can't progress.

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THE BARGAIN BASEMENT

Hello and welcome! Welcome to the MegaTech Bargain Basement. So, what happens here then? Boy, would you like to know. Well, would you? Okay, then we'll tell you. You may have heard that Sega have lowered the prices of some of their older titles. Yup, prices have been slashed, cut, cropped and altogether pruned. And knowing a good thing when we see one, the penny-pinching MegaTech crew have decided to make the most of the situation. It's here that we take a look at the golden games from the Megadrive's past and find out how they fare in the midst of today's hot titles, especially now they're dirt cheap.



▲ Joe Musashi and the amazing Synchronised Ninja Fighting Club of Tokyo.



▲ This chap wants to be a bit more careful where he puts his sword!

REVENGE OF SHINOBI

PRICE: £19.99

RELEASED: OCTOBER 1990

GAME TYPE: PLATFORM

One of the first official Megadrive games released, 'Revenge Of Shinobi' is still one of the best. Following the antics of ninja master Joe Musashi as he attempts to rescue his beautiful bride, Naoko, from the dreaded Neo-Zeed force, 'Shinobi' is a platform extravaganza that takes place throughout over 20 levels of action and what a sumptuous selection of locales there are. There's Tokyo's Chinatown, a speeding train, a giant airship and even a battle aboard a moving nuclear missile transport truck. To top it all, there's a whole circus of celebrity bosses who make an appearance throughout the game, with the likes of The Terminator, Spiderman and even a life-sized Godzilla to battle against. 'Revenge Of Shinobi' has aged very well indeed. Its graphics are still good, if no longer state-of-the-art, the music is top-notch and the gameplay is totally mega. What's more, at less than twenty nicker, 'Revenge Of Shinobi' has to be one of the best value Megadrive games around. If you haven't got it already, you've got absolutely no excuse now. Get it!

PRESENTATION: 85%

GRAPHICS: 92%

SOUND: 93%

SHORT TERM PLAY: 95%

LONG TERM PLAY: 91%

OVERALL: 93%

ALISIA DRAGOON

PRICE: £19.99

RELEASED: APRIL 1992

GAME TYPE: PLATFORM

When Alisia Dragoon first appeared on the Megadrive over a year ago it was a pretty good platform shoot 'em up and so it is now. Alisia Dragoon is the name of the heroine of the game and what a butch girl she is. Apart from the four dragons she has on hand to help her, Alisia is also gifted with the ability to fire streams of homing lightning from her hands. Not very useful in every day life, but invaluable in her present situation. The evil Dark Lord has arisen and released his undead minions to stalk the land, so it's up to Alisia to clear up the mess. It's horizontally scrolling platform action once more as young Alisia has to face swordsmen, harpies, birds and monsters. It's no picnic either, even with your electrical beams and dragon pals around. Also, trying to keep your helpful dragon buddies alive as well as yourself provides a novel twist to a highly enjoyable game. Neat graphics, good sounds and challenging, addictive gameplay make Alisia Dragoon a real winner, even more so now it's cheaper. Definitely worth a look.

PRESENTATION: 83%

GRAPHICS: 94%

SOUND: 80%

SHORT TERM PLAY: 84%

LONG TERM PLAY: 89%

OVERALL: 88%



▲ What a fast weapon - it's like greased lightning!



▲ Something nasty this way comes...



▲ Is it a man, is it a budgie? No - it's Gynoug!

GYNOUG

PRICE: £19.99

RELEASED: MAY 1992

GAME TYPE: SHOOT 'EM UP

It's been a year since this game first appeared. A year absolutely chock-full of Megadrive shoot 'em up releases. However, Gynoug has stood the test of time with the best of them. It's horizontally-scrolling blasting time again as you take on the role of Wor, an angel no less. The evil pan-dimensional hyper being Gynoug has threatened to release his revolting minions onto the Earth and it's up to Wor to make sure this doesn't happen. There are five levels of action and the graphics throughout are quite excellent with fantastic backdrops which range from gothic machinery to wavering veins. It's all very stylish. Although most of the sprites are quite puny (including Wor), the end-of-level bosses are massive and very impressive. However, this game's not for the weak-hearted or even the recently fed, because it's quite sick in places. Gameplay is superb with plenty of blasting action and a fair bit of challenge on the harder skill settings. Even with recent releases like Thunderforce IV and Bio-Hazard Battle around, Gynoug has still aged very well indeed and at only a score of your British pounds sterling, you'll be laughing all the way to the piggy bank.

PRESENTATION: 89%

GRAPHICS: 93%

SOUND: 86%

SHORT TERM PLAY: 89%

LONG TERM PLAY: 92%

OVERALL: 91%

SPIDERMAN

PRICE: £19.99

RELEASED: SEPTEMBER 1991

GAME TYPE: PLATFORM

Everyone's favourite web-slinger crawled his way onto the Megadrive in this top-quality platform romp over a year and half ago. Once more, it's unoriginal comic-plots ahoy as the evil Kingpin of Crime has planted a bomb beneath New York City and framed Spidey for the deed. Bad enough that old Spidey-boy has to find, defuse the bomb and clear his name, but he's also got to rescue his wife from the clutches of the Kingpin too. Worse still, the bald, fat one has enlisted the help of a number of Spiderman's greatest foes. The Sandman, the Lizard, Hobgoblin, Dr Octopus, Electro and Venom are all on hand at the end of the levels to see that Spiderman meets an untimely demise. Graphically and sonically, Spiderman isn't bad and is quite faithful to the Marvel Comics theme, but it certainly isn't up to the standards of today's great games. However, as far as gameplay goes, Spidey's up there with the best of them. It's excellent fun and there's plenty of challenge on hand too. It was a good game at £40, but for only twenty shekels, Spiderman is an excellent budget title.

PRESENTATION: 88%

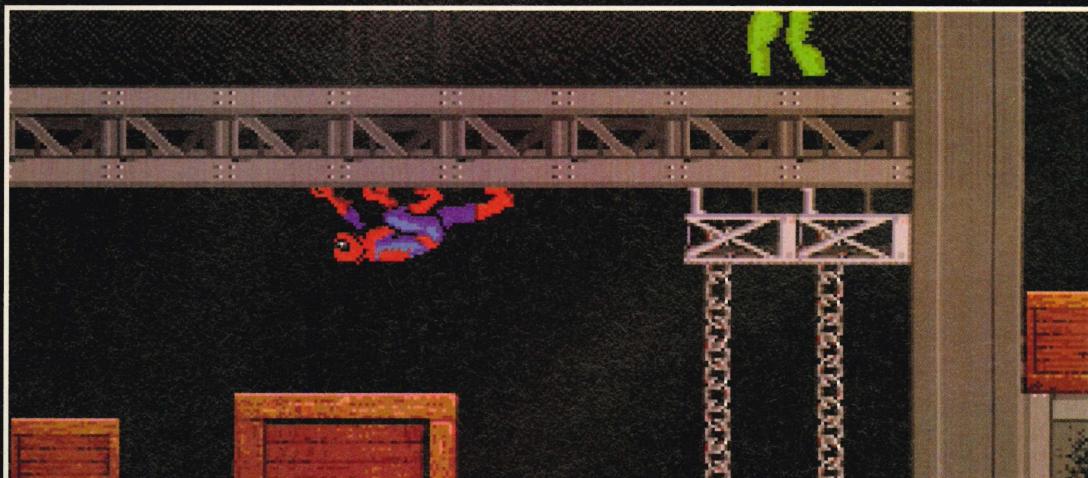
GRAPHICS: 82%

SOUND: 84%

SHORT TERM PLAY: 89%

LONG TERM PLAY: 88%

OVERALL: 88%



▲ Spidey outfoxes a baddie in nasty green trousers with his old 'upside-down cling' trick.



▲ Uh-oh, looks like Spider-Man Hunting Season is about to start!

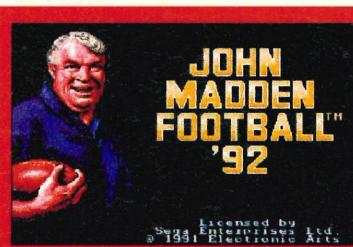
VS MODE VS MODE VS MODE VS MODE VS MODE

THE GRIDIRON



THE CONTENDERS

Ever been in that perplexing position where you're desperate for a particular type of game but there are just so many similar ones on the market that you haven't a clue about which one to buy? Good. Just as we thought. And that's why we're wheeling out another new MegaTech feature in which we take examples of a particular 'genre' (as we reviewing types like to say) and test them out side by side, comparing their common features in graphic detail so you can see for yourself exactly which is the best before you even leave the house to catch the bus to your local software shop. To 'kick things off' (ho ho, quite an amusing little quip there) we present a guide to American Football simulations.



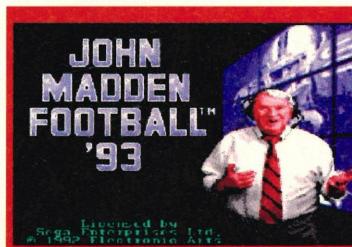
JOHN MADDEN '92

BY: EA

PRICE: £39.99

RELEASED: Jan '92

John Madden '92 is the follow-up to the highly successful and critically acclaimed John Madden Football (surprise surprise). It adopts the now familiar three-quarters rear overhead viewpoint. The team on the offensive always runs up the screen towards the end zone, whilst those in defence play down the pitch.



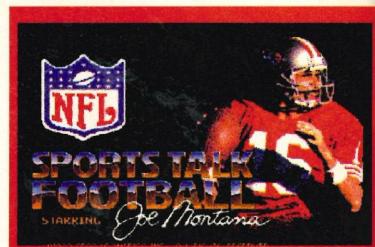
JOHN MADDEN '93

BY: EA

PRICE: £39.99

RELEASED: January '93

An updated version of John Madden '92, and consequently has almost exactly the same game mechanics as its predecessor. The graphics are also the same, although EA have made some refinements in other areas.



JOE MONTANA 3

BY: SEGA

PRICE: £39.99

RELEASED: Nov '92

This is the latest and, yep you guessed it, third version of the would-be Madden beater. However, much has changed between times. Players now have the choice between the "standard" view, or a three-quarters overhead side-on view.

STRATEGIES

How much control do you have over your team? Can you get to them to produce a monster blitz with close cover, or do they just shout 'every man for himself' and launch themselves at the other side?



JOHN MADDEN '92

John Madden's Football pioneered the drop-down menu style of choosing strategies. This system is updated in the sequel. There is a very good variety of plays, including fake punts. Running plays are highlighted in one colour, whilst passing plays are highlighted in another. There are three sub-menus to choose the play from, leading right through the team formation to how they actually move after the ball has been brought into play.



JOHN MADDEN '93

Not surprisingly, John Madden '93 uses exactly the same play selection system as its predecessors. However, the play book has several new additions, some of which are radically different to those seen in the previous game. Apart from those there's absolutely no difference between the two.



JOE MONTANA 3

The system from the earlier Montana games has been swapped for a more Madden-ised version. Your D-pad skills are still needed to scroll up and down through the racks of tactics available, although there aren't as many as in Madden's, which makes it seem limited by comparison.



VS MODE VS MODE VS MODE VS MODE VS MODE

ON PLAYOFFS

MOVES AVAILABLE

How versatile are your players? Can they fight their way out of trouble or are they just capable of running and falling on the ball?

JOHN MADDEN '92



The players in John Madden '92 can do just about anything their real-life counterparts can (on the pitch at least).

There are controls for diving either to tackle or to make that extra yard, headbutting, turning on the spot to avoid tackles, jumping to block or intercept passes, stripping the opposing forwards of the ball and powering through defensive walls. The moves available depend on whether the team is playing in offence or defence, but all are easily pulled off by pressing the correct button.



JOHN MADDEN '93

Everything in this respect is completely identical to the moves possible in

John Madden '92. Or the original John Madden Football for that matter, come to think of it.



JOE MONTANA 3

Dodging tackles in Joe Montana '93 is also a matter of D-button skill as

there's no spinning around option to be had on this version either. However, all the moves from the original Montana game are still perfectly intact.



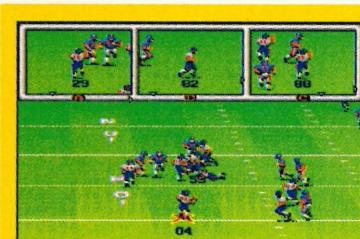
PASSING AND PUNTING

When you've selected your play the next step is to execute it, which can be tricky if the control method isn't much cop.



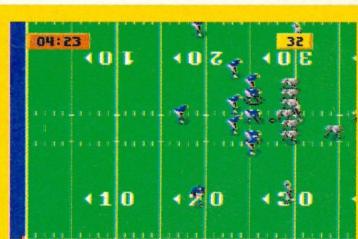
JOHN MADDEN '92

Before you pass or punt in John Madden '92 it is essential to have selected the relevant play. After this, when your quarterback is in the correct position, three windows appear, showing you the position of each player it's possible to pass to, whether they're in place or not and how well marked they are. Pressing A, B or C passes to the player in the corresponding window.



JOHN MADDEN '93

Shock, horror, this aspect of John Madden '92 is faithfully copied from the previous incarnation, though the play selection is a little slower than '92's and the action does pause momentarily in mid-play for no apparent reason. So, in some respects, this is actually a step backwards from the previous game.



JOE MONTANA 3

Although the "original" Montana system is used on the rear-view game, the side-on view one takes a slightly different tack. There is a choice of three players to pass to, although they're nominated by switching "player selected" arrows around, as all the possible candidates are clearly visible on the field.



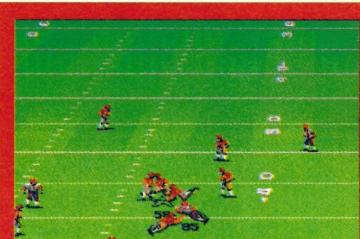
FEATURES

Is it packed with features or left spluttering along like an old Lada? The extras can make or break a game.



JOHN MADDEN '92

John Madden '92 justified its existence by adding a host of new features to the base of the original. The new rules for ungentlemanly conduct meanings you can nobble players deliberately. There's also an injuries and substitution system. Also included is an option to let two human players gang up against the computer, as well as take each other on. Pausing the game gets a full replay of the last few moments of play, with fast forward, rewind and play controls.



JOHN MADDEN '93

When it comes to features John Madden '93 is an almost exact copy of '92. The only real addition is a few phrases of hissy speech which, if anything, actually detract from the action slightly.



JOE MONTANA 3

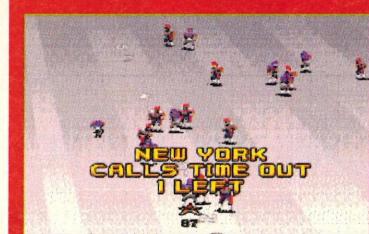
Sadly, Joe Montana 2 saw the demise of the helmet view, and it wasn't resurrected for the third game. However, the side-view game is a feature unto itself. At first, the game starts with a view of pretty much all of the field, with all the players visible. However, once the ball has been passed or a run commences the screen zooms in to magnify the action, giving a more arcadey lean, and far more detailed graphics.



VS MODE VS MODE VS MODE VS MODE VS MODE

REALISM

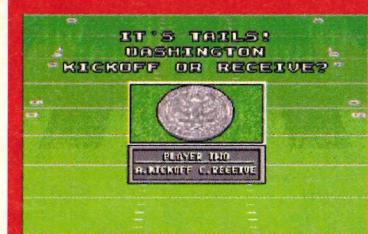
At the end of the day, is it anything like the real thing?



JOHN MADDEN '92

John Madden '92 adheres very closely to the rules and regulations of the real game. If you step out of line you're reminded, and indeed, penalised, by the computer. The detail of the game is such that all the hazards of play, such as injuries, sendings off, time outs and so forth are included in all their glory. There is a very strong strategy/simulation aspect which means it's best if you know a bit about the real game before playing this.

• • • •



JOHN MADDEN '93

In the surprise move of American Football games history, John Madden '93 moulds its views on realism as a part of the game exactly on John Madden '92. You do now get to toss a coin at the start of the match to decide who has the honour of kicking off, but this doesn't exactly make the game seem more realistic.

• • • •



JOE MONTANA 3

There's no simulation pretensions about Joe Montana 3, this is an arcade version of the game through and through. However, arcade in this case doesn't mean overly simple, and it's really quite sophisticated for a game of its type. The individual players and the teams are capable of a fair amount despite the cut-down strategy aspect.

• •



TEAMS

Does the game have your favourite team or will you have to make do with something the came up with on his lunch-break?



JOHN MADDEN '92

Each team in John Madden '92 is a realistic interpretation of the real-life American football team of the same name, with each player having the same abilities in areas such as running, passing and so on as their real-life counterpart, so each team has their own strengths and weaknesses, which if you're a Yank footie fan you'd find very easy to discover and exploit. Along with all the pro teams in the league, there's also an imaginary team, the All Maddens, comprising the best players in each position picked from whatever team Mr Madden so decided.

• • • •



JOHN MADDEN '93

There's updated versions of all the previous teams, accounting for all the injuries, new players, resignation and other whatnot that may affect a full back's throwing or a quarterback's shove ha'penny abilities. There's also the Madden Classic Teams, with all the best teams in the league having their best line-ups, at peak performance, resurrected, such as the San Fran '66 team. Plus there's also the Madden All Time Really Greats, a team comprised of all the best players in the history of the game.

• • • •



JOE MONTANA 3

Each team still has their own good and bad points, although they mostly average out, instead of having some teams being completely feeble as in Madden. While this makes for a fair contest, it doesn't give you the chance to take on a really easy side in order to practice your play-making skills.

• • • •

INTELLIGENCE

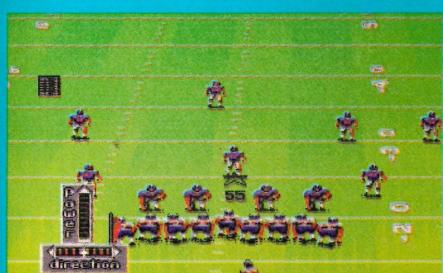
Are the players lobotomy cases or on-field wizards?



JOHN MADDEN '92

The intelligence of the opponents varies according to what team you're up against and how close to the Superbowl you are. Poor teams act stupidly, whereas meeting a good team on Super Saturday means a dazzling display of tactics and second-guessing on the part of the Megadrive. Your own team is generally smart enough, getting into position quickly as per your instructions, although they sometimes react a little mindlessly to the action going on around them.

••••



JOHN MADDEN '93

Some things never change, and the intelligence of the teams between John Madden '92 and John Madden '93 is one of them.

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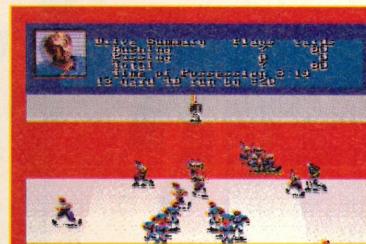
JOE MONTANA 3

The players in Joe Montana, if not the smartest out of the bunch, are at least the most adaptable. All the players on all the teams are constantly trying to seek out some space and escape the opposing players around them. The opposing teams generally rely on speed and blanket coverage to win rather than brains, though.

•••

EASE OF PLAY

For all its features a game's no good if you can't get past the control system.



JOHN MADDEN '92

One of the least accessible of the games. John Madden '92 takes a lot of getting into. If you don't know the rules you'd better brush up before getting this, and it's essential to read the manual at least a couple of times before embarking on your first experimental game. However, although this sounds daunting, once you get the hang of the controls and you've worked out what all the formations do John Madden '92 is a very instinctive game to play with you not really having to think about the controls, just the game ahead.

•••••



JOHN MADDEN '93

Knock me down with a feather if most of the comments made about John Madden '92 don't apply here, though the extra features make it somewhat more complicated, and it is actually a teensy bit slower, which is something you wouldn't expect from the sequel.

•••••



JOE MONTANA 3

Very easy to get into indeed. A passing knowledge of sort of how the rules work is enough to bluff your way through until you've learnt what you need to know from playing the game. The play selection is very straightforward and the immediate thrill provided by the huge-scale close-up graphics staves off the frustration born of not knowing what you're doing at first which can make itself known in the other games.

•••••

THE VERDICT

So, who comes out on top? The ratings are out of 40.

JOHN MADDEN '92

37.5

Probably the best game of its type on the market at the moment. It mixes speed with depth of gameplay and enough features to keep even the most ardent fan of the sport happy. The graphics are great, the one-player mode is challenging and there's enough game there, especially with the two-player modes, to keep anyone going for months.

JOHN MADDEN '93

37

There just simply haven't been enough improvements made of the last Madden title to really justify this. If you've already got Madden '92, for goodness' sake don't buy this. Not only are there no new features to speak of and to take the biscuit the scrolling is actually slower and jerkier, spoiling the fluidity of the game. Go for last year's model instead.

JOE MONTANA 3

24

If you can't be bothered with all the simulation guff and just want to leap up and down on the other players and pull off near-impossible feats of footballing prowess, this is your game. It's probably the best arcade-style American football game going anywhere, and the incredible graphics and speech make it well worth a look, even if you've already got Madden.

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BLACK.



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GAMES INDEX

Welcome to the all-new Games Index! Lovingly crafted over a seven week period by our army of trained monkeys (actually, it was Paul, but we pay him peanuts all the same) it contains all the information you could want to know on the top Megadrive games. Over the next ten pages you'll find mini reviews, high scores and tips.

Speaking of high scores, if you think your high score should appear in our most fantastic Games Index, fill in the form below and mail it to Games Index High Scores, MegaTech, 30-32 Farringdon Lane, London, EC1R 3AU. Please don't cheat. It's not clever and we can usually tell when you're talking out of your butt.

Name.....
Address.....

Game.....
Difficulty Setting.....
Level.....
Score.....
Game.....
Difficulty Setting.....
Level.....
Score.....

688 ATTACK SUB

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: PRE-MEGATECH

Submarine simulation in which you can captain a US or Soviet nuclear sub, navigate hazardous waters and play havoc with your torpedoes.

▲ Lots of depth and a good simulation feel combined with a staggering number of missions.

▼ The Thrills per Second gauge barely twitches so it won't appeal to everyone.

MT RATING: 85%

MT SECRET TECHNIQUE: Try this method to complete the final Hit and Run mission, in Beginner and Standard modes. First activate the top-down map and zoom out until a target appears. Arm a missile and head to periscope depth. You will probably be detected by a patrolling sub and have a missile launched at you, but concentrate on launching all four missiles as soon as they're ready and once they're on their way, run for it! There's no way you can check on the missiles' progress so don't hang around. Set speed to 1/3 to effect a turn to 330 degrees, and head for the edge of the continental shelf. Activate contour mapping and as soon as you reach the drop-off, dive as deep as you can and increase speed to full or flank. Head NW, using the contour mapping to steer around obstacles while occasionally checking the top-down map to make sure you're going in the right direction. Don't risk diving too deep, though, as the last thing you want is to scupper yourself on the sea bed. As you approach Denmark the enemy will try to find you on sonar. Do not use your own sonar or try to attack them. Just keep going and by the time the mission clock reaches about 25 minutes you should have reached safety and the mission is over.

START to carry on from where you died.

Alternatively, on the second title screen hold down A, B, C and START to choose any level up to 20 as your starting stage.

CURRENT HIGH SCORE: 27,861,520 by Daniel Sullivan, Coventry

= good fun.

▼ Hardly a downer in sight.

MT RATING: 85%

MT SECRET TECHNIQUE: Switch on and

after 'SEGA' disappears from the screen hold down A until 'GAME ARTS' has disappeared. Now hold down B until 'GAINAX' has disappeared. Now hold down C until 'MUSIC COMPOSED BY...' has disappeared. When the stars come out of the crystal press START and you should hear a sound. Start the game and press C on the second controller to blank the screen. This warps you to the next part of the current level, or you can warp even further using these button combinations:

C - Stage one

B - Stage two

B and C - Stage three

A - Stage four

A and C - Stage five

A and B - Stage six

A, B and C - Stage seven

START - Stage eight

CURRENT HIGH SCORE: Elven Mage (level 7, normal) by Anthony Dowd, Telford

ALIEN 3

BY: ARENA

PRICE: £39.99

REVIEWED: MT 9

Nothing like the film, this puts you in control of a megaweapons-toting Ripley on a platform crusade to waste the aliens and rescue the cocooned humans.

▲ Excellent sound effects, music, graphics and gameplay. Really challenging too.

▼ It's so good it's suspicious.

MT RATING: 94%

MT SECRET TECHNIQUE: When the game starts, go to the options screen and, using the second control pad, press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN. You should hear a noise. Leave the options screen and start the game. When you wish to skip a level, pause the game and press C, A and B. Lines should run down the screen. Now when you unpause the game, you should move onto the next level.

CURRENT HIGH SCORE: 15,570,450 (Hard level) by Robert Guthrie, Galashiels

ANOTHER WORLD

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 14



ALIEN STORM

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Pizza-esque aliens have arrived to conquer the planet and only one or two players can stop them! A conversion of the SEGA coin-op which was a sort of Golden Axe of Tomorrow beat 'em up, but with lasers... er...

▲ Nice graphics and quite jolly fun, with all the stages of the coin-op.

▼ Completing the game in two player mode is a piece of cake (Victoria Sandwich).

MT RATING: 70%

MT SECRET TECHNIQUE: To get to the end of the final level very easily just keep choosing the route on the far left and you should only have to clear out three levels before you meet the Alien Brain.

CURRENT HIGH SCORE: 100 (Supreme Ruler) by Jim Graham, Stevenage

Lester Chaykin (scientist) is transported by a twist of fate and a particle accelerator to Another World where he has to somehow evade death at the hands of evil spudhead aliens and get back home for tea.

▲ Ace graphics and animation, and the way puzzle, adventure, platform and shoot 'em up action is combined is great.

▼ Controls are a bit dodgy, and once you've finished the game you won't come back to it.

MT RATING: 86%

ALISIA DRAGOON

BY: SEGA

PRICE: £39.99

REVIEWED: MT 4

Become mistress of a multitude of mythical monsters in this lengthy and unusual platform shoot 'em up.

▲ Superb graphics + novel gameplay

AQUATIC GAMES

BY: ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: MT 10

Join James Pond (of James Pond fame) and his cuddly mates in an eight-event silly sports game with such attractions as Kipper Watching and Shell Shooting.

▲ Really smart graphics.

▼ Really dull events. Perhaps younger players would enjoy it.

though.

MT RATING: 59%

ARNOLD PALMER'S GOLF

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Choose your clubs and join the famous golfer of yesteryear on a round or in a tournament.

▲Nice big golfer sprites and decent golf action.

▼Doesn't feel as good to play as PGA Tour 2.

MT RATING: 75%

MT SECRET TECHNIQUE: Hit 100 shots

on any one hole without sinking the ball and 'GAME OVER' appears. Wait a bit and a miniature, playable version of Fantasy Zone appears!

ATOMIC RUNNER

BY: SEGA

PRICE: £39.99

REVIEWED: MT 10

A bizarre platform game in which the hero has to leap and blast his way through numerous alien-infested levels.

▲Great background graphics and a decent, if unusual blend of shoot 'em up and platform action.

▼Atomic Runner sprite is a bit weedy.

MT RATING: 80%

CURRENT HIGH SCORE: 112,600 by

Alan Sainty, King's Lynn

AYRTON SENNA'S SUPER MONACO GP 2

BY: SEGA

PRICE: £49.99

REVIEWED: MT 6

Update of the excellent 3D race game, with extra tracks, better sounds, slightly tweaked gameplay and digitised pics of Ayrton Senna looking grumpy.

▲Best Megadrive race game.

▼A bit pricey. The extra features don't make it THAT much better than the original Super Monaco.

MT RATING: 83%

MT SECRET TECHNIQUE: Select Japanese text from the options menu, then go to Free Practise mode. Press the D-button down to scroll through the text and a flashing red arrow appears to indicate the most difficult corner on the circuit.

CURRENT HIGH SCORE: 160 driver's points by Wayne Pearce, Haddlesey

B

BATMAN

BY: SEGA

PRICE: £39.99

REVIEWED: MT 7



Take on the Joker and his band of clowns-gone-bad in this game of the first Batmovie. The action takes the form of platform beat 'em up stuff interspersed with scrolling Batmobile and Batwing shoot 'em up bits.

▲Smart graphics and fairly enjoyable gameplay.

▼A bit boring and a bit too easy to complete.

MT RATING: 70%

MT SECRET TECHNIQUE: When you're being attacked press START to pause the game. Hold down B and START again and you shouldn't take any more hits from that baddie.

CURRENT HIGH SCORE: 561,900 by Danny Kenmure, Edinburgh

BATMAN RETURNS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 12



Based on the second Batmovie, this pits the Batman against Catwoman and The Penguin in a variety of platform beat 'em up scenarios.

▲Lots of levels and quite a lot to do.

▼Graphics are big but grainy so it's hard to see what's happening and the action is v frustrating.

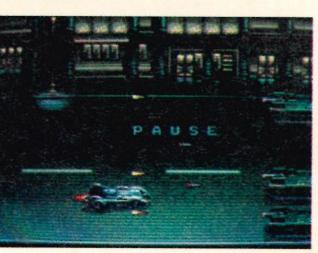
MT RATING: 76%

BATMAN: REVENGE OF THE JOKER

BY: SUNSOFT

PRICE: IMPORT

REVIEWED: MT 16



Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects and other assorted nasty creatures in this one or two player blast.

▲Spectacularly gross graphics, two player option, unusual scenario and good extra weapons systems make this a winner.

0896

MT RATING: 88%

BLACK HOLE ASSAULT

BY: MICRONET

This Batgame's based on the comics rather than the movies, but it offers similar platform beat 'em up action to the others. Fight off The Joker and his cronies with your flying batfeet and wrist-mounted bat laser weapons.

▲Enjoyable blend of platform and shoot 'em up with a fair amount of variety in the levels/

▼Graphics are pretty garish, and not altogether wonderful. Unlimited continues make it quite easy to finish.

MT RATING: 75%

MT SECRET TECHNIQUE: You don't lose your Invincibility bat capsules when you die so you can keep collecting them, dying, then going back and collecting them again, thus storing up dozens and making it very easy to conquer the bosses.

PRICE: £39.99

REVIEWED: MT 14



Robot beat 'em up on CD in which you can either go head-to-head against another player (on various planets) or go on a mission to free the Solar System from robo-domination.

▲Fast action, smartish graphics and good clangy sound effects.

▼Not enough variety in the combatants to keep you hooked.

Cyborg Justice is actually better and that's on a 4 meg cart.

MT RATING: 88%

Tom Knight, Girton

BUCK ROGERS

BY: ELECTRONIC ARTS

PRICE: £49.99

REVIEWED: MT 4

Role-playing game based on the TSR board game in which you have to lead your six rookie troopers around numerous space scenarios in a quest to vanquish the evil RAM organisation. Lots of gun battles, strategy-based spacecraft battles with a soupçon of puzzle solving.

▲Good plot and quite enjoyable, even for players with only a passing interest in RPGs.

▼Rather basic graphics may put off your standard Megadrive fan.

MT RATING: 88%

BULLS VS LAKERS

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 10

Probably the best of EA's basketball simulations, featuring all the American big name players, replete with their speciality moves.

▲Good graphics and feels like a realistic simulation.

▼Not as instantly accessible as David Robinson's Supreme Court Basketball.

MT RATING: 80%

C

CALIFORNIA GAMES

BY: SEGA

PRICE: £39.99

REVIEWED: MT 3

An unusual sports game in which the five events are surfing, roller skating, BMX, half-pipe skateboarding and footbag juggling. Good, as far as it goes, but it could do with more events.

▲Makes a pleasant change from the usual sports sims. All the events are quite playable, moreso with two players.

▼Could have done with some extra events, even the Master System version has more!

MT RATING: 79%

CURRENT HIGH SCORE: Footbag: 854, 370 by T Philips, Cardiff

Surfing: 10.0 (Turbo setting) by Yuen Aw, Birmingham

Skating: 12,530 by Martin Charles, Cardiff Half Pipe: 47,398 by Martin Charles, Cardiff

BMX: 146,760 by Martin Charles, Cardiff

CAPTAIN AMERICA & THE

Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects and other assorted nasty creatures in this one or two player blast.

▲Spectacularly gross graphics, two player option, unusual scenario and good extra weapons systems make this a winner.

▼Stylised bubbly graphics look great.

■IS INCREDIBLY easy to complete.

MT RATING: 69%

MT SECRET TECHNIQUE: Buy the cartridge. Play it for about half an hour and you've won.

CURRENT HIGH SCORE: 12,741,100 by

AVENGERS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 14



Take The Cap and three of his Avenger buddies (The Vision, Hawkeye and Iron Man, all with their special powers) into battle against various Marvel super-villains in this scrolling beat/shoot 'em up.

▲Would have been an excellent use of the Marvel characters...

▼...Had the graphics not been so dismal and the game so easy to complete.

MT RATING: 57%

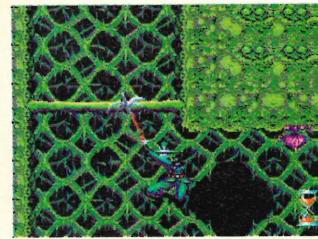
CURRENT HIGH SCORE: 685,454 by Alan Sainty, King's Lynn

CHAKAN

BY: SEGA

PRICE: £39.99

REVIEWED: MT 15



Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest.

▲Excellent graphics and lots of variety in the later levels.

▼A bit too much challenge and not enough fun.

MT RATING: 73%

MT SECRET TECHNIQUE: Put the game in practice mode and find the air portal (at the bottom right of the navigation screen). It's the only portal with a small platform above it. Jump on the platform and you'll find that, though you've collected no potions, you can activate the portal spell. Do so and you are given a full complement of potions, all the weapons and Chakan is warped past the first twelve levels.

CHAMPIONSHIP PRO-AM

BY: TRADE WEST

PRICE: IMPORT

REVIEWED: MT 14

A straight translation of an old NES game in which you get to race radio

controlled trucks and cars around hazard-laden tracks. The addition of rocket and bomb launchers on the cars livens things up.

▲Good and whizzy, just like the real thing, and the weapons are fun.

▼After the 20th race it does grow tedious and it's surprising more wasn't done with the Megadrive conversion.

MT RATING: 78%

CHIKI-CHIKI BOYS

BY: CAPCOM

PRICE: £39.99

REVIEWED: MT 14



A conversion of the Mega-Twins coin-op in which two young fellah-me-lads go on a platform treasure hunt, swiping at cuddly monsters with their swords and magic weapons.

▲Pleasant enough game with nice graphics and enjoyable action.

▼Lacks the arcade game's two player mode which would have made it something special.

MT RATING: 80%

COLUMNS

BY: SEGA

PRICE: £19.99

REVIEWED: PRE-MEGATECH

Sort out coloured gems as they fall down the screen in this Tetris-style puzzle game.

▲Hypnotic music and graphics make this almost unputdownable. Two player competition mode is superb.

▼Sometimes success is as much down to accident as design (which may not be that bad).

MT RATING: 88%

CURRENT HIGH SCORE: 97,633,647 by James Montague, Chelmsford

CORPORATION

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 4

A huge 3D adventure with a bit of shooting 'em up, in which you have to get past the security robots in a high-tech office building.

▲Good graphics and unusual and absorbing gameplay.

▼Doesn't quite achieve its potential because some of the best ideas in the game aren't used quite as well

as they might have been.

MT RATING: 87%

MT SECRET TECHNIQUE: To finish the game the easy way use this method. Get to level five and update your access before descending to level four. Update your access on level four and go back up to level five. Once in the lift, take down the password and reset the game. When you start again enter the password and repeat the process. You should find you can update your card seven times and can now go to any level you like, so go to level -3 where the embryo chamber is to be found. Collect an embryo and head straight for the car park on the ground floor to complete the game.

CYBERBALL

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

A conversion of the robotic American Football coin-op in which the players have to get the ball sufficiently far down the pitch before it explodes!

▲Decent graphics and excellent speech effects. Quite good fun too.

▼If you want American football the John Madden games have got more plays and more realistic action.

MT RATING: 69%

D**DAVID ROBINSON'S SUPREME COURT BASKETBALL**

BY: SEGA

PRICE: £39.99

REVIEWED: MT 6

Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action.

▲Good graphics and strikes the right balance between realism and fast arcade action.

▼The way the court flips round as you cross the half-way line takes a bit of getting used to. Real basketball fans may prefer something more simulationy, like Bulls vs Lakers.

MT RATING: 83%

DECAPATTACK

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Rather large platform game in which you play a sort of Frankenstein's Monster creature who gets rid of the baddies by throwing his head at them.

▲Unusual gameplay makes it fun to play.

▼Not particularly flash in the graphics and sound departments.

MT RATING: 79%

MT SECRET TECHNIQUE: You can pick up extra lives by jumping straight down onto the springy poles. As you hit the top, keep springing up and down and the pole segments should light up. When they're all lit an extra life is yours.

DESERT STRIKE

ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 3

Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot 'em up.

▲Lots of variety, great graphics and terrific gameplay make this one of the best shoot 'em ups on the Megadrive.

▼Slightly dodgy 'No, no, nothing to do with the Gulf War, honestly' premise.

MT RATING: 93%

CURRENT HIGH SCORE: 4,995,700 by Liam Cullen, Welwyn Garden City

DICK TRACY

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Shinobi-style beat'shoot 'em up game starring 'The World's Greatest Detective'. Take on the likes of Lips Manlis and other deformed gangsters as Dick tries to get to the bottom of a bomb plot.

▲Challenging and good fun, with a good mix of game styles.

▼Perhaps not quite enough variety in the beat 'em up bits.

MT RATING: 79%

DJ BOY

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

A beat 'em up in which the hero has to do battle against all sorts of mobile meanies while on roller skates. Crazy, eh?

▲Unusual concept and nice looks.

▼Tedium and easy to complete.

MT RATING: 51%

CURRENT HIGH SCORE: 9,835,700 by Jonathon Tilbrook, Sheffield

DOUBLE DRAGON

BY: ACCOLADE

PRICE: £29.99

REVIEWED: MT 5

Help Billy and Jimmy Lee rescue a kidnapped young lady in what is

supposedly a conversion of the seminal two-players-against-an-army-of-urban-thugs beat 'em up.

▲It doesn't cost 40 quid.

▼So easy that we finished it within half an hour of receiving it. Not much like the coin-op either.

MT RATING: 48%

DRAGON'S FURY

BY TENGEN

PRICE: £39.99

REVIEWED: MT 1

Originally reviewed as Devil Crash (the Japanese version) this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks.

▲Superb graphics and sound and it has a superb pinball feel to it.

▼Religious fundamentalists may not approve of a pinball game with Agents of Satan sprites.

MT RATING: 91%

MT SECRET TECHNIQUE: Try entering TECNOSOFT as a password to start the game with ten balls and a 2,000,000 points bonus. Entering DEVILCRASH starts you with seven balls, and ALCLAE8ECK gives you 21 balls and enough points to take you right to the final screen.

DYNAMITE DUKE

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

An Operation Wolf-style 3D blast'shoot 'em up based on a semi-popular coin-op of yesteryear.

▲Smart graphics and fun to play.

▼Yet another of that 'All Too Easy' breed of Megadrive games.

MT RATING: 70%

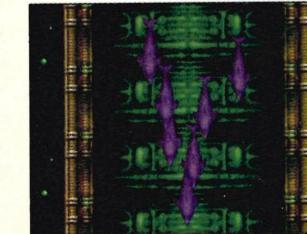
MT SECRET TECHNIQUE: On the title screen press C ten times then go to the options screen. Press C another ten times and you should find you can select SUPER OPTIONS which lets you start on the later levels with extra credits.

E**ECCO THE DOLPHIN**

BY: SEGA

PRICE: £39.99

REVIEWED: MT 13



Become a dispossessed dolphin which has to solve the puzzles which block his way in over 20 undersea mazes so that he can find his mates who have all mysteriously disappeared.

▲Original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.

▼Hundreds of people rang us up asking how to beat the Helix in the Darkwater level. Hey, it was a downer for US.

MT RATING: 94%

MT SECRET TECHNIQUE:With this game you don't need any others. When the name of the level appears press A, B and START and Ecco will be invincible.

E-SWAT

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

A single player conversion of the old cop shoot-out arcade game in which the player gets to enforce the law from inside an armoured flying suit with flame throwers and lasers.

▲Lots of platform action, decent graphics.

▼Nothing special these days. It's a shame you have to play several levels before you get the armoured suit as this could have been a super-destruction game.

MT RATING: 79%

CURRENT HIGH SCORE:642,900

(Completed on Normal) by Harry Weichers, Ferndale, S Africa

EX-MUTANTS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 12



A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes.

▲Challenging and fun, and captures the atmosphere of the comic well.

▼Graphics are mostly a bit cheesey.

MT RATING: 89%

F

F22 INTERCEPTOR

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 1

The first Megadrive 'flight simulator' is a pretty simple air combat game in which you first have to train, before being sent on lots of basic missions to various parts of the world.

▲Fast and fun, simple to get to grips with and loads of little missions to complete.

▼More of a simple shoot 'em up than a flight sim.

MT RATING: 88%

MT SECRET TECHNIQUE:You can beat all the aces using this simple tactic. Simply pull a very steep climb straight into the sun and keep going with your afterburners on. The enemy plane will follow you and when you see it levelling off in the monitor dive straight down onto it, shooting as you go, and you'll be able to dust it, no trouble.

CURRENT HIGH SCORE:

USA: 35,577 by Dean Lloyd, Rugeley

USSR: 35,577 by Dean Lloyd, Rugeley

IRAQ: 36,477 by Dean Lloyd, Rugeley

KOREA: 36,477 by Dean Lloyd, Rugeley

FANTASIA

BY: SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH

The second Disney game puts you in control of Mickey Mouse in Sorcerer's Apprentice garb. He has to use simple magic spells to get rid of the walking brooms, crocodiles and other Fantasia characters which populate the platformy landscapes.

▲Lovely graphics.

▼Completely hopeless gameplay which is extremely frustrating. Even the renditions of the movie's music are dismal. **MT RATING: 40%**

MT SECRET TECHNIQUE:When you start the game, walk right and you should see two brooms walking along the floor to the left. Follow them and as they're about to reach the wall, destroy them both (or at least the one on the right) and 'Alakazam!' - a bonus object will appear on the stairs.

CURRENT HIGH SCORE:11,683,600

(Hardest Level) by Chris Maginnis, Linlithgow

FATAL REWIND

BY: ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Platform blast in which you control a chickenesque robot in what is supposed to be a game show. Shoot little flying blobs, find keys, open doors and that's about it.

▲Fairly smart graphics and gameplay is pretty tough.

▼Ropey controls and lack of variety

make it a bit un-fun to play.

MT RATING: 65%

CURRENT HIGH SCORE:3,658,180 by

Jody McClarty, Aylesbury

FORGOTTEN WORLDS

BY: SEGA

PRICE: £19.99

REVIEWED: PRE-MEGATECH

One or two players participate in this conversion of the unusual Capcom coin-op in which two floating blokes have to decimate loads of fantastic monsters with meaty weapons.

▲Good weapons, smart graphics and pretty good fun to play.

▼A bit easy, that's all.

MT RATING: 79%

CURRENT HIGH SCORE:1,991,800 by

Daniel Gallop, Essex

MT RATING: 86%

CURRENT HIGH SCORE:17,758,000 by Wayne Lockwood, Boroughbridge

GHOULS 'N' GHOSTS

BY: SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH

Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up.

▲Looks great, plays great, great music. Just great.

▼Ummmm...

MT RATING: 93%

MT SECRET TECHNIQUE:If you've got the official version of the game you can use this for invincibility. Go to the options screen and exit four times. Then on the title screen press A four times, UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT. Then hold down B and press START.

of other monsters in his quest to solve puzzles and generally embarrass the gods of Olympys.

▲Really slickly done, with excellent graphics and decent puzzle/shooting/platforming gameplay.

▼Would have been frustratingly difficult even without the dodgy control system. Torn-out hair may be a side effect of playing this.

MT RATING: 89%

GOLDEN AXE II

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

It's the barbarians against the monsters in this re-run of the beat 'em up coin-op. One or two players go on a hack-and-slay beat 'em up-type mission... with hilarious consequences. Well, not that hilarious.

▲If you liked Golden Axe this is more of the same.

▼But it's simply not as much fun. If you have the option get the first one or wait for Golden Axe 3, out later this year.

MT RATING: 67%

MT SECRET TECHNIQUE:At the end of level one hold down A while you're attacking the boss. Let go when the story screen appears. During the rest stage don't collect any magic or touch the wizards. Cast a spell at the start of the second level and you'll now have infinite magic power. You can actually keep collecting magic and you'll be able to cast the other characters' spells, but this can cause the game to crash.

CURRENT HIGH SCORE:992.0 (Normal) by Mick and Barry Gosling, Coventry



Conversion of the Afterburner-like coin-op (see AFTERBURNER, if you like) in which you get to blow aeroplanes out of the sky from the cockpit of another aeroplane.

▲Fair 3D graphics, considering there's no sprite-scaling hardware being used.

▼Alas, it's all rather boring.

MT RATING: 69%

GODS

BY: MINDSCAPE

PRICE: IMPORT

REVIEWED: MT 11



Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots

GREEN DOG

BY: SEGA

PRICE: £39.99

REVIEWED: MT 10

Leap around six Caribbean islands in the hunt for a wasted surfer's surfing powers, using your frisbee to beat off the attacking wildlife and various odd modes of transport (skateboards, flycycles and rollerblades) to get around. Apparently based on a hit American board game.

▲The graphics are really excellent.

▼The gameplay is unspeakably dull. Where are you, the patron saint of Video Game Excitement?

MT RATING: 56%

CURRENT HIGH SCORE:596,400 by Karl Smith, Long Lawford

GREY LANCER

BY: MASAYA

PRICE: IMPORT

REVIEWED: MT 11



More horizontally-scrolling shoot 'em up excitement in yet another horizontally-scrolling shoot 'em up... set, surprisingly, in space. This one's from the makers of Gynoug (see GYNOUNG) that other famous horizontally-scrolling shoot 'em up.

▲ Looks good. Plays good.
▼ And by golly, it's very unoriginal. Steals a lot of bits out of other games and doesn't use them to do anything particularly new.

MT RATING: 72%

MT SECRET TECHNIQUE: To activate the hidden MANIA skill setting wait for the title screen to appear then press UP, DOWN, LEFT, RIGHT, B then A. The title should turn gold and you can access the new level from the options screen.

GYNOUG

BY: SEGA

PRICE: £39.99

REVIEWED: MT 5

Angelic Gynoug (angelic because he's an angel) has to rid the underworld of all sorts of nasty demons in what appears to be a horizontally-scrolling shoot 'em up. Uncanny.

▲ Fast gameplay, lots of power-ups and some of the graphics, namely the bosses, are spectacular.

▼ Errr...

MT RATING: 91%

MT SECRET TECHNIQUE: On the options screen go down to DIFFICULTY and press A, B, C and START together to get a secret EASY setting. Alternatively, go down to CONTROL and hold down A until a stage select option appears.

CURRENT HIGH SCORE: 2,345,760 by Wesley Thomson, Fife

H

HELLFIRE

BY: SEGA

PRICE: £34.99

REVIEWED: MT 5

It's surprising that a little-known Toaplan coin-op should become such a popular Megadrive game, but then life's full of surprises. What makes this different from other horizontally-scrolling blasts is the

unusual rotatable guns fitted to the player's ship.

▲ Weapons system works really well and leads to clever, tactical blasting. Graphics, of course, are great and it's all just very good fun.
▼ What downers?

MT RATING: 92%

MT SECRET TECHNIQUE: Go to the options screen and set the game to HARD. Now select tune 1 on the sound test and leave it to play until YEA RIGHT appears. You now have 99 credits, but the game difficulty is set to super hard.

CURRENT HIGH SCORE: 19,478,220 by Robert Guthrie, Galashiels

HOME ALONE

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11



Tour the neighbourhood, foiling the plans of a pair of burglars with weapons and traps made from whatever the little Macaulay Culkin sprite can find on his travels. Based on the movie, of course.

▲ Weapon-building is quite novel and occasionally comical.
▼ Runs out of gameplay a bit too quickly. One for younger players?

MT RATING: 60%

ISHIDO

BY: ACCOLADE

PRICE: £35.99

REVIEWED: MT 2

A board game based on some other ancient puzzle game (presumably not on a computer) in which you have to fill squares on a board with tiles by matching shapes and colours.

▲ Unlike most Megadrive puzzle games it doesn't appear to have its roots in Tetris.

▼ Blimey it's difficult. One for real puzzle maniacs only.

MT RATING: 80%

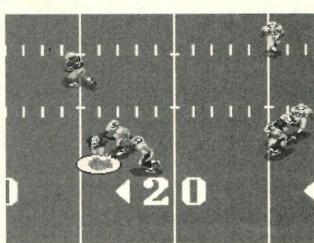
J

JOE MONTANA 3

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11



More American football action in a game which combines all the features of the first two Montana games, including the full spoken commentary, the different pitch views and all the teams and plays you'd expect from an American Football game.

▲ Good fun, smart graphics and the speech is just gob-smacking!
▼ Unfortunately still not as good a Gridiron simulation as John Madden '92

MT RATING: 78%

JOHN MADDEN '92

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 1

Electronic Arts' second American Football game is arguably the best of the lot. A 3D pitch display, and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you're really in the thick of it.

▲ Such a smart game that you'll enjoy it even if you don't care much for the sport. The two-player game is superb.

▼ Nowt.

MT RATING: 95%

JOHN MADDEN FOOTBALL '93

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12



Classic teams, more speech, battery save and extra moves are what this has over JM'92. Apart from that it's practically the same game, so don't consider buying this if you've got the other. Unless you're a real gridiron nutter.

▲ It has all those extra features, so if you really follow the sport closely you'll appreciate the additions.

▼ Most players won't spot the differences. Besides, this is slightly slower than '92.

MT RATING: 91%

K

KID CHAMELEON

▲ Unusual style of gameplay is a plus, and the graphics are nice.

▼ A bit too easy, apart from one bit which is incredibly tough.

MT RATING: 64%

MT SECRET TECHNIQUE: This tip crashes our copy of Kid Chameleon but it might be worth trying on yours. At the end of Blue Lake Woods 2 jump on the block above the flag. Hold down B and, keeping it pressed, hold down C. Press DOWN to crouch then DOWN and RIGHT. You should be warped to the final boss.

CURRENT HIGH SCORE: 1,409,960

(Normal) by Mick and Barry Gosling, Coventry

KLAX

BY: TENGEN

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin to make point-scoring patterns.

▲ Lots of scope for developing strategies make this extremely playable.

▼ Nothing much, but it's not quite as playable as Block-Out.

MT RATING: 85%

CURRENT HIGH SCORE: 9,754,765

(Largest Klax 11x67,000) by Sharon Mitchell, Fraserburgh

L

LEMMINGS

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11



Get the suicidal lemmings across obstacles and into their home in this conversion of the classic puzzle game, which has all the features of the original and more levels.

▲ Tons of levels to beat, and the idea of the game is terrific, though sometimes it's more fun watching the Lemmings die than it is saving them.

MT RATING: 92%

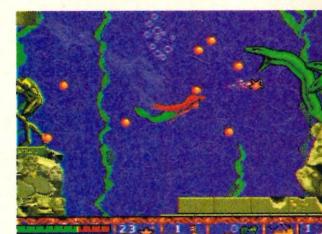
THE LITTLE MERMAID

BY: SEGA

PRICE: £34.99

REVIEWED: MT 13

The Merpeople have been



transformed into weedy polyps by evil undersea witch, Ursula. Guide Ariel or her dad, King Triton, around four undersea mazes to fight off Ursula's henchfish and free the fishy folks with subaquatic magic blasts.

▲ Looks gorgeous.
▼ A good player can whip through all four levels in 20 minutes flat. Kids only.

MT RATING: 57%

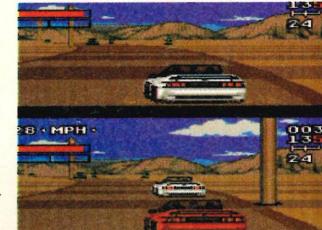
CURRENT HIGH SCORE: 685,454 by Alan Sainty, King's Lynn

LOTUS TURBO CHALLENGE

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12



Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Split screen two player mode.

▲ Very playable 3D racing game. Two player head-to-head game is excellent.

▼ The weather effects are nice but as a whole the graphics look like they could have been better.

MT RATING: 85%

MT SECRET TECHNIQUE: Try entering MANSELL as a password and you should qualify in every race you drive in.

CURRENT HIGH SCORE: 83,766,72 by Paul Thomson, Gillingham

M

MARBLE MADNESS

BY: ELECTRONIC ARTS

PRICE: £29.99

REVIEWED: MT 2

Steer your marble around convoluted courses of perilous ledges and precarious platforms while all sorts of nasty objects try to knock you off into oblivion.

▲Excellent conversion of the cult coin-op with all the original levels and the two player mode.

▼There are only seven levels to beat and that doesn't take too long.

MT RATING: 73%

CURRENT HIGH SCORE: 205,360 by

Darren Neale, Helston

MEGA-LO-MANIA

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 13



Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races.

▲Very easy to get into and the quantity of features and the quirky touches make it fun from start to finish.

▼There are only nine levels, but they should keep you going for quite a while

MT RATING: 92%

MERC'S

BY: SEGA

PRICE: £39.99

REVIEWED: MT 1

Commando-style shoot 'em up in which you have to gun your way through hordes of soldiers, destroying tanks, gunboats, etc, buying more destructive weapons as you go. This version includes a second game variation not found in the arcade game in which you have to recruit new allies to fight alongside you.

▲A really good blastfest.

▼Lacks the arcade game's two player feature.

MT RATING: 90%

MT SECRET TECHNIQUE: Finding the game too easy? Just activate original mode, then hold down A, B, C and START to make it even harder!

CURRENT HIGH SCORE: 1,407,500

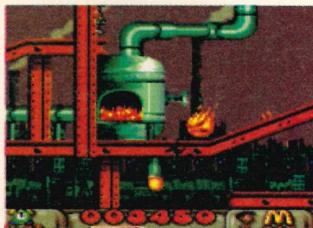
(Arcade) by Neil Kendall, Birkenhead 5,107,950 (Original) by Stu Gorner, Gorsley

MICK AND MACK: GLOBAL GLADIATORS

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 15



Mick or Mack join up, somehow, with McDonald's (of hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. ▲Smart graphics and gameplay is fast and jolly. ▼Alas, it's all a bit too simple to be interesting for very long, and it actually comes across an 8 megabit McDonald's ad.

MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH

The notorious mouse has to rescue his missus, Minnie, from evil witch Mizabel in this cute and cuddly platform adventure with lots of Disneyesque monsters.

▲Wonderful graphics and very playable.

▼A bit easy to complete, so it's best for kids.

MT RATING: 84%

MT SECRET TECHNIQUE: There are at least three hidden treasure rooms in this game. One is in the third part of level one and another is in the first part of level three.

To find both of them just fall down the pit and walk through the wall on the left to find loads of goodies.

CURRENT HIGH SCORE: 2,824,500 by

Nathan Preston, Mid-Calder

MICRO MACHINES

BY: CODE MASTERS

PRICE: £34.99

REVIEWED: MT 15

Now that all legal problems between Code Masters and Sega

have been cleared up you should be able to get hold of this one or two player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more.

▲Tremendous fun in single or double player modes. Really recreates the childhood feeling of driving toy cars around the garden. ▼A bit simple, but that doesn't really count against it too much.

MT RATING: 92%

MIDNIGHT RESISTANCE

BY: SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH

Commandoes-on-platforms blasting action in this arcade conversion. Lots of add-on weapons and bad guys to use them on.

▲Good guns 'n' destruction action, with a good level of control over your bloke.

▼A bit easy to complete, and it doesn't have the arcade game's two player mode, which would have been fun.

MT RATING: 85%

MT SECRET TECHNIQUE: On the title screen, wait until START is highlighted in red then hold down C and press START. Once the game has begun press START and then A to warp to the next level!

CURRENT HIGH SCORE: 2,104,100 by

Dan Tewes, Gillingham

MIGHT AND MAGIC

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: PRE-MEGATECH

Absolutely gigantic role-playing game with 3D graphics in which you have to get your party of thieves/warriors/wizards around cities and countryside populated by an incredible range of monsters and villains (dinosaurs? ferocious cats?).

▲Vast depth should keep hardened role players going for ages. ▼Iffy monster graphics and long-winded combat system may be off-putting to non-RPG veterans.

MT RATING: 79%

MT SECRET TECHNIQUE: For free gold, gems and powerful weapons at any time of the day or night use this secret technique. Choose 'VIEW CHARACTER' and when 'VIEW WHICH' appears hold down left, A and C on the joypad. Let all three go simultaneously and when the character menu appears keep pressing left and you should see a load of odd characters which should mean the cheat has been activated.

CURRENT HIGH SCORE: 2,824,500 by

Nathan Preston, Mid-Calder

MOONWALKER

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Watch in awe as 'The King of Pop' braves zombies, mad dogs and men in white coats (actually they're gangsters in white coats) to rescue a bunch of adoring kids who have been mercilessly hidden in platformy levels.

▲Great renditions of Michael Jackson tracks from the Bad album, and fairly jolly gameplay. ▼It's all a bit basic, though, so it doesn't hold its appeal for too long.

MT RATING: 72%

MT SECRET TECHNIQUE: Plug in two joypads and go to the screen with the 1P START option. Push the D-button on joypad one diagonally up and left while holding down A and START on pad two. Press START on pad one and a level select appears.

CURRENT HIGH SCORE: 949,00 by Philip Butler, Cramlington

hockey game, a punch-up sub-game when the players start to get under each others' feet.

▲Superb, fast, end-to-end hockey action, with a wonderful two-player option.

▼Pretty much the same as the first game, so don't buy it if you have the original.

MT RATING: 89%

P

PAPERBOY 2

BY: TENGEN

PRICE: £39.99

REVIEWED: MT 16



Help your bicycle-bound paperboy or (this being a real game of the Nineties) papergirl survive a week's worth of newspaper deliveries in three crazy neighbourhoods.

Accurate tossing is required to make sure your regular customers get their papers, and to whack any hazards (skipping girls, runaway prams, bank robbers) out of the way.

▲A few comedy accidents (hit a jack with a paper and watch it drop on the mechanic's head) which are funny the first time you see them. Gameplay is... 'pleasant'.

▼Not much in the way of variety or thrills so it grows pretty dull after a while.

MT RATING: 58%

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 13



Seven 3D courses based on real-life PGA Tour venues are the setting for this prime golf simulation. Multi-player and skins tournaments, on-screen advice from the pros, battery game save - this cartridge is just

N

NHLPA HOCKEY

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two player options, league championships, and that essential ingredient in any

loaded with features.

▲Superb control method provides a perfect feel, as do the excellent graphics.

▼Like a lot of EA's sports sims, it's a bit similar to its predecessor, PGA Tour Golf.

MT RATING: 94%

PHANTASY STAR III

BY: SEGA

PRICE: £49.99

REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes so it really does take ages to conquer.

▲Sheer vastness is its best quality.

▼Graphics aren't particularly inspiring and the combat by rounds system doesn't make it too attractive to RPG non-veterans.

MT RATING: 89%

PIT FIGHTER

BY: TENGEN

PRICE: £39.99

REVIEWED: MT 2

Venture forth into the seedy underworld of illegal fist-fighting in this conversion of the Atari beat 'em up coin-op. Two players can participate as any of three different characters, all of whom are portrayed in (rather chunky) digitised people sprites.

▲Good, violent fun.

▼Graphics look a bit over-chunky.

MT RATING: 77%

CURRENT HIGH SCORE: 2,449,350 by

Stephen Gallimore, Bournemouth

POWERMONGER

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 14



Lead your gang of savages to supremacy on a vast archipelago of islands in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-Lo-Mania only it takes a much more serious tack.

▲Technically it's excellent and feels very simulationy.

▼It's the serious approach that

makes it less enjoyable than Mega-Lo-Mania, plus it's very samey from island to island.

MT RATING: 81%

PREDATOR 2

BY: ACCLAIM

PRICE: £39.99

REVIEWED: MT 11



Play the part of Captain Harrigan, a vice squad cop who has discovered most of his suspects butchered, apparently by an alien hunter. Harrigan has to run around mini-maze-like levels, shooting drug-dealers and other street thugs, while rescuing helpless hostages before the Predator trains his sights on them. Take on the Predators themselves on later levels.

▲There's a sort of mindless fun to be had from this.

▼Pitifully easy to beat and the graphics are pretty dismal.

MT RATING: 62%

MT SECRET TECHNIQUE: The level codes are as follows:

Level 2 - Killers

Level 3 - Camouflage

Level 4 - Los Angeles

Level 5 - Subterror

Level 6 - Total Body

CURRENT HIGH SCORE: 12,355,340 (Easy) by Nathan Preston (Mid-Calder)

PRINCE OF PERSIA

BY: SEGA

PRICE: £44.99

REVIEWED: MT 10

Escape from your dungeon and run, leap and swordfight towards the the luvly Princess of Persia, cruelly locked up by mad Grand Vizier Jaffar. Evil traps and evil henchmen are everywhere in this twelve-level Mega-CD platform game which demands fine control and route-learning from the player.

▲Brilliantly animated characters and cunning traps make this gripping from start to finish.

▼It's a bit short-lived. Considering it's on CD you might have expected it to have more than twelve levels.

MT RATING: 89%

Q

QUACKSHOT

BY: SEGA

PRICE: £39.99

REVIEWED: MT 1

Donald (famous Disney Duck) is after treasure and lots of it. This lust for gold leads him on a massive around-the-world treasure hunt on platforms, in which he has to enlist the help of various Disney characters and do over various other Disney characters (but nastier ones).

▲Superb graphics, like all the other Disney games, and quite a testing game overall.

▼Or at least it would be testing if you didn't have infinite continues to play with.

MT RATING: 82%

CURRENT HIGH SCORE: 10,077,000 by Martin Hunt, Maidenhead

R

RAMPART

BY: TENGEN

PRICE: IMPORT

REVIEWED: MT 13



Line your cannons up on approaching galleons full of invaders in this unusual medieval shoot 'em up with a hint of Missile Command. Meanwhile, the invaders have got your castle in their sights, and after they've knocked your walls down you have to rebuild them by dropping oddly-shaped bricks into the gaps, almost like Tetris. The two player game is similar, only instead of ships, your enemies are other players in other castles.

▲Superb blend of different game styles which plays brilliantly in one and two player modes.

▼Nothing. It's lovely.

MT RATING: 90%

REVENGE OF SHINOBI

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH

Joe Musashi, top ninja, is out to rid the world of a band of gangsters with bases on both sides of the pacific. Eight lengthy levels of

platform beat 'em up action lie afore the player, in which he has to get the mighty Joe past all sorts of supernatural soldiers (some of whom are more supernatural than others) with only (only?) the power of his fists, sword, shurikens and mystical ninja magic.

▲Excellent graphics, gameplay and sound (music is by Yuzo Koshiro of Streets of Rage fame).

▼Downers? Nein danke!

MT RATING: 93%

MT SECRET TECHNIQUE: For infinite shurikens (yes, this old chestnut) go to the options screen and set the shurikens to 00. Wait a bit and, after a wibbly-wobbly sound, the 00 changes to a ∞ (ie. an infinity symbol) meaning infinite shurikens are yours.

CURRENT HIGH SCORE: 9,999,900 by Daniel Sullivan, Coventry

RISKY WOODS

BY: ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: MT 12



A fantasy platform game in which you steer a knight armed with flying swords across lengthy levels rescuing petrified monks (ie. monks who have been turned to stone, rather than monks who are frightened at being surrounded by loads of monsters, which they are). Power-ups! Magic bits! Large bosses! They're all here.

▲Very smart graphics. Mmm. Lovely. Yes.

▼Not very original and, though playable, it's not particularly addictive.

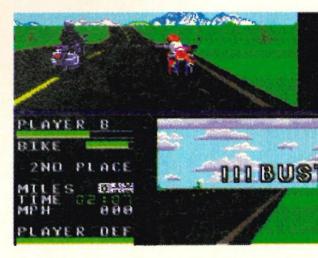
MT RATING: 79%

ROAD RASH 2

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT 12



CURRENT HIGH SCORE: 13,780,300 by Simon Shone, Heywood

an extra weapon for your biker (a heavy chain) and AND a split-screen two player mode.

▲First rate combination of 3D race game and beat 'em up (though, to be honest there's not much beating 'em up). Good fun.

▼Two player mode doesn't add that much to the gameplay, surprisingly so it's not actually much of an improvement over the original.

MT RATING: 89%

MT SECRET TECHNIQUE: To start racing with any bike you like start by selecting the Mano A Mano game then choose the bike you want. From the bike shop, go back to the game select and choose two player Take Turns game. Then select the solo game and start and you're astride your chosen machine.

ROBOCOD

BY: ELECTRONIC ARTS

PRICE: £39.99

REVIEWED: MT

Nasty Dr Maybe (ever noticed the bad press doctors get in video games?) has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels, dodging Maybe's multitudinous monsters as only a fish can.

▲Ace cutesy graphics and loads of levels and hidden bits.

▼Despite lots of graphical variety there really isn't that much to the gameplay.... Still that didn't seem to bother too many people when it came to this game.

MT RATING: 85%

MT SECRET TECHNIQUE: Select your starting level by switching on the game, then holding down A, C, diagonally down and left and START. You can also gain a very long-lasting shield by starting the game and collecting these objects (which are on the roof near the start of the game) in this order: cake, hammer, Earth, apple, tap. Once this is done you can activate another cheat which opens all the doors in the game by going through the first door you come to, collecting the nearby star then leaving through the exit on the left.

CURRENT HIGH SCORE: 13,780,300 by Simon Shone, Heywood

ROLO TO THE RESCUE

BY: ELECTRONIC ARTS

PRICE: £34.99

REVIEWED: MT 14

From the creators of James Pond comes yet another cutesy platform game. This one stars a baby elephant (you don't get much cuter

than that) out to find the circus owner who kidnapped his Mum and apparently locked up all the other country animals he could find. Rolo has to recruit the freed bunnies, squirrels, etc, and use their varied skills (rabbits can jump, squirrels can climb) to find him points bonuses and, more importantly, the keys and bits of map which can lead him to his pilfered parent.

▲ Excellent graphics, puzzle gameplay is simple but well thought out and enjoyable.

▼ There are over 100 levels and because there's no password system it'll take hours and hours to go through the whole game in one sitting.

MT RATING: 89%

ROLLING THUNDER 2

BY: SEGA

PRICE: £39.99

REVIEWED: MT 17

Someone is blocking satellite communications and it's up to top secret agents codenamed Albatross (player one) and Leila (player two) to find who's at the bottom of the plot and eliminate them. This is yet actual shoot 'em up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation, preferably without getting themselves perforated in the process.

▲ A great conversion of the arcade game, with lots of levels and action.
▼ Potentially even better Rolling Thunder 3 is coming soon on import, though that may well be blocked from working on official machines.

MT RATING: 89%

CURRENT HIGH SCORE: 554,180 by

Scott Hazel, Trunch, Norfolk

S

SIDE POCKET

BY: SEGA

PRICE: £34.99

REVIEWED: MT 17

An American Pool simulation, this, in which you can play solo or two player games, 'pocket' games, nine ball games or mess around with a trick shot option. There's also a tournament mode in which you get to tour the bars of America looking for competition.

▲ Good ball movement and control and it's interesting the way the programmers have combined

arcade elements (such as hitting certain targets for extra shots) with the traditional green baize action.
▼ Pool and snooker purists may turn their noses up at it.
MT RATING: 80%

SONIC THE HEDGEHOG

BY: SEGA

PRICE: £34.99

REVIEWED: PRE-MEGATECH



Vile Dr Robotnik is capturing woodland creatures, turning them psychotic and putting them in heavily-armed robot suits. Sonic has to put a stop to this by jumping and dodging over colourful platform landscapes packed with hidden hedgehog traps, freeing his mates as he goes.

▲ Really smart and stylish graphics, and a fair bit of action.
▼ Lacks gameplay depth, unfortunately, and it's very easy to finish.

MT RATING: 83%

MT SECRET TECHNIQUE: On the title screen press UP, DOWN, LEFT, RIGHT, then hold down A and START to get a level select.

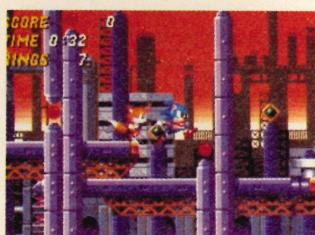
CURRENT HIGH SCORE:

SONIC 2

BY: SEGA

PRICE: £39.99

REVIEWED: MT 11



Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle with Robotnik, but this time there are more traps, more levels, more monsters and... more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails.

▲ Looks, plays and sounds brilliant. The 3D bonus game is a real wow!
▼ A bit easy to complete, though definitely not as easy as the first game.

MT RATING: 95%

MT SECRET TECHNIQUE: Go to the sound test on the options screen and select these tunes in this order, pressing C after each one: 19, 65, 09, 17. Press START and when the title screen appears press A and START to be greeted with a level select.

Now go to the sound test on the level select screen and select tunes 01, 09, 09, 02, 01, 01, 02, 04. Choose the stage you want to play and hold down A and START to start a level construction cheat. Pressing B changes Sonic into a scenery graphic, pressing A cycles through the graphics available and C places it on the landscape. Press B to start playing your new level.

On the same screen select 4, 1, 2, 6 on the sound test. Now select the level you wish to play, collect 50 rings and, hey presto, you're Super Sonic!

To give yourself 14 continues go to the normal sound test and choose 19, 65, 9, 17, 1, 1, 2 and 4 before starting the game. You'll know the cheat has worked if the background music throughout the game is track 4 and there are no sound effects.

CURRENT HIGH SCORE: 1,143,030 by Kevin Broughton, Woolwich

SMASH TV

BY: FLYING EDGE

PRICE: £39.99

REVIEWED: MT 10

A conversion of the terrific, destruction-packed coin-op. The scenario puts you in a futuristic gameshow in which you and a mate (this can be a two player game) have to wipe out hordes of cyborgs with various exotic weapons to win prizes.

▲ Captures the speed and frantic nature of the coin-op very well.

▼ Doesn't capture the coin-op's double-joystick control method, nor does it seem that the Megadrive controllers are able to simulate it. This results in many an annoying death as you let rip with your gun in completely the wrong direction.

MT RATING: 70%

SPIDERMAN

BY: SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH

The nasty King Pin has planted a bomb under New York, and blamed your friendly neighbourhood Spiderman! As Spidey, you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys and a fair few Marvel supervillains.

▲ One game that really makes good use of the character. Loads of levels and they're all challenging and excellent fun.

▼ Nary a downer to be seen.

MT RATING: 91%

CURRENT HIGH SCORE: 23:03:42

remaining (Nightmare level) by Scott Hazel, Norfolk

STAR CONTROL

BY: ACCOLADE

PRICE: £39.99

REVIEWED: PRE MEGATECH

The evil Ur-Quan empire are out to enslave the populations of Earth and her allied planets. It's up to you to take on the twelve spaceships of the Empire races in one of the twelve ships of Earth's Alliance in open space combat. All the ships are wildly different and success is down to mastering the many different weapons and special weapons at your disposal. Of course you can take on a friend, head to head, or play a drawn-out strategy game variation.

▲ One of the best two player Megadrive games ever. Learning the tactics and using the wild weapons is great fun.

▼ Not quite as much fun in single player mode.

MT RATING: 90%

MT SECRET TECHNIQUE: If you're playing the strategy game you can get loads of special items using this method. Start Full Game mode then hold the D-button diagonally down and left and keep B pressed until the star map appears. You should find every unexplored planet now has a precursor relic on it.

STREETS OF RAGE 2

BY: SEGA

PRICE: £44.99

REVIEWED: MT 13



Sequel to the excellent urban beat 'em up, with two new characters,

more moves and much improved graphics. One or two players can brave the scrolling back alleys and back bars to rescue their captured buddy from the clutches of an evil gangster and his many and varied cronies.

▲ Amazing graphics and sounds (music by Yuzo Koshiro) and really

enjoyable gameplay.

▼ Sadly, rather easy. Make sure you play it in hard mode (or MANIA, as explained below)

MT RATING: 94%

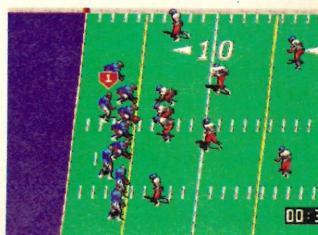
MT SECRET TECHNIQUE: When you get the chance to start the game or access the options menu put a controller in port two and highlight OPTIONS. Hold down A and B and press START. Keep them held down until the options screen appears and you can now start the game on Very Easy or Mania skill levels, with up to nine lives and on any level up to level 8.

SUPER HIGH IMPACT FOOTBALL

BY: ARENA

PRICE: IMPORT

REVIEWED: MT 11



Zany American Football game opts for an alternate route from the very simulation John Madden games, leaving tactical thinking on the bench and putting the emphasis more on the running around, colliding with other players then beating them up.

▲ Quite a laugh for a while.

▼ Lacks any sort of long-term appeal.

MT RATING: 62%

SUPER KICK OFF

BY: US GOLD

PRICE: £44.99

REVIEWED: MT 15

Conversion of that seminal piece of soccer software. Loads of options for different tournaments, weather conditions, strip colours - the lot. And real teams, British and Continental (though not real players, British or Continental). You can even save your teams and progress through championships onto battery-backed memory.

▲ Super Kick Off's feel and playability is unrivalled by any other football game on the Megadrive at the moment.

▼£45? Seems a bit steep, isn't it?

MT RATING: 94%

SUPER OFF-ROAD

BY: ACCOLADE

PRICE: £34.99

REVIEWED: MT 6

Once an obscure coin-op by Leland, this Super Sprint-style race game has been converted to every format imaginable. Drive your little monster truck around bouncy courses in the pursuit of three computer opponents (though one can be another player) and prize money. The cash lets you upgrade your truck with new engine bits and so on.

▲ Starts off as really good fun, and there are loads of different courses. ▼ It's quite easy to wipe the floor with the opposition during the first 20 or so races, get a fully tooled-up truck, then keep winning for a while before the computer catches on and gives its best drive 66 nits, suddenly leaving you with no chance. What a bummer.

MT RATING: 83%

CURRENT HIGH SCORE: 199,000 (no continues, 48 races won) by Mike Houghton, Stockport

SUPER VOLLEYBALL

BY: VIDEO SYSTEMS CO.

PRICE: IMPORT

REVIEWED: PRE MEGATECH

Volleyball? Who wants a volleyball simulation? Well, obviously there's more demand for one in Japan than there is over here because this game is still import only. Assemble your team of athletes and enter tournaments of ball-across-the-net-bashing.

▲ Side-on graphics are... well.... tidy, and the animation is good.

▼ Just hitting the ball takes quite a lot of practice.

MT RATING: 61%

SWORD OF VERMILLION

BY: SEGA

PRICE: £49.99

REVIEWED: PRE-MEGATECH

As a dispossessed prince you have to regain your kingdom from the evil forces which have usurped it. This amounts to lots of travelling between towns and through hidden caves, fighting trolls and the usual fantasy RPG fiends while solving the odd puzzle.

▲ Very well put together; the plot is good and the combat is more arcadey than usual, so less experienced players should enjoy it. Oh, and the music is ace too.

▼ It seems a bit pricey for an old 6

megabit game.

MT RATING: 87%

T

TALE SPIN

BY: SEGA

PRICE: £39.99

REVIEWED: MT 12



Baloo, the bear in pilot's clothing, and his little chum Kit (it's a one or two player game, this) have to secure an air freight contract by recovering lost cargo in this platform game based on the Saturday morning cartoon show. In between platform levels, they take to the air to see off the 'norty' Shere Khan's pilots in a mini-shoot 'em up bit.

▲ Interesting idea for a two player platform game...

▼ ...which doesn't work. As soon as the different characters start to move apart on the screen things get a bit screwy. The action isn't particularly exciting anyway and the graphics are rougher than you'd expect from a Disney game.

MT RATING: 63%

TAZ MANIA

BY: SEGA

PRICE: £39.99

REVIEWED: MT 6



Another Saturday morning cartoon becomes a Megadrive platform game. Taz (the Tasmanian Devil) has to whirl his way around the deserts, jungles, and abandoned mines of the Tasmanian islands on the hunt for some giant eggs for his breakfast.

▲ Marvellous cartoon graphics and the music and sound effects are spot on.

▼ This is one of the easiest Megadrive games ever.

MT RATING: 82%

MT SECRET TECHNIQUE: On the title screen press A, B, C and START on both controllers at the same time and you should hear a sound. Now start the game and when Taz appears press START and C to pause the game. Push left or right to alter the bottom number which has appeared and you can choose a different level. You can use a similar method to make Taz invincible, but instead of pressing C and START, pause the game, press B and unpause it.

CURRENT HIGH SCORE: 1,360,260

(Hard) by Gavin Pinkett, Abertillery

TEENAGE MUTANT HERO TURTLES: THE HYPERSTONE HEIST

BY: KONAMI

PRICE: £39.99

REVIEWED: MT 16



Vile Shredder is using his new-found Hyperstone to shrink down New York, building by building, and only the Turtles can stop him. Much like the popular coin-op, this is a scrolling beat 'em up in which one or two players can take their favourite Turtle on a Foot Clan-smashing mission.

▲ Tremendous graphics (the Turtle sprites are just great) and sound and loads of fighting action. Great fun.

▼ The fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

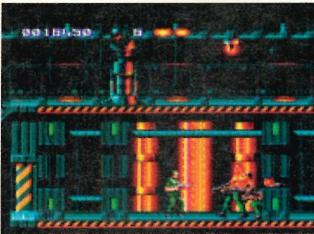
MT SECRET TECHNIQUE: Watch out for this next month!

THE TERMINATOR

BY: VIRGIN

PRICE: £39.99

REVIEWED: MT 6



Based on the cult SF movie, this game puts you in the stolen overcoat of soldier-of-tomorrow, Kyle Reese, who has returned to the

1980s to protect the mother of his future leader from a cyborg assassin. Reese has to run, jump and shotgun his way through various scenes from the film, populated by street thugs, hostile police and, of course, the Terminator.

▲ Great graphics and Megadrive renditions of the film score.

▼ There are only four levels and it's so easy to finish the game it's hard to believe. Plus the action isn't much like that in the movie at all.

MT RATING: 60%

CURRENT HIGH SCORE: 4,274,350

(Hard) by Gavin Pinkett, Abertillery

TERMINATOR 2

BY: ACCLAIM

PRICE: £39.99

REVIEWED: MT 13



This Terminator game is based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators marching out of the screen at you. Works with Sega's Menacer light gun to make it even more like the arcade game.

▲ Good graphics and good fun too, with one or two players. With the Menacer it's excellent.

▼ The third level is so hard it's mega-annoying!

MT RATING: 86%

MT SECRET TECHNIQUE: When the T2: THE ARCADE GAME title screen appears

press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT until you hear the Terminator's voice say, 'Excellent'. Now when you're playing the game just press A, B, C and START to go straight to the next level.

CURRENT HIGH SCORE: 4,274,350

(Hard) by Gavin Pinkett, Abertillery

▲ Brilliant graphics, sound and gameplay. A very addictive blast.

▼ Recently superseded by Thunderforce IV.

MT RATING: 89%

MT SECRET TECHNIQUE: Pause the game at any point then press UP ten times, then keep pressing B, then DOWN, then B, then DOWN. You'll know if it's working when the weapons start appearing in the boxes at the top of the screen. You should now be endowed with all the weapons and the next power-up you come across will be a Claw.

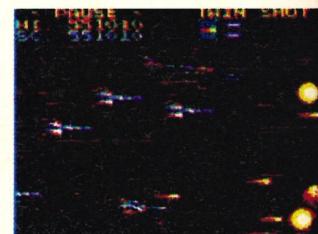
CURRENT HIGH SCORE: 11,528,100 by Hywel Llewellyn, Pentrich.

THUNDERFORCE IV

BY: SEGA

PRICE: £39.99

REVIEWED: MT 9



More space shoot 'em up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head and possibly into a low Earth orbit.

▲ The graphics really are a knockout and the gameplay is just ace. Definitely the best Megadrive shooter at the moment.

▼ Lots of new effects, but the basic gameplay is nothing original

MT RATING: 94%

MT SECRET TECHNIQUE: Set the SHIP STOCK on the options screen to 00 and you'll start the game with 99 lives. You can also start with all the weapons with this method. Start the game without altering the options then, when the stage select appears don't press anything and wait for the action to begin. Pause the game and press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, UP.

CURRENT HIGH SCORE: 4,632,910 by Leon Evans, Aberdare.

TOE JAM AND EARL

BY: SEGA

PRICE: £39.99

REVIEWED: PRE-MEGATECH



Toe Jam and Earl are two 'spaced-out' (ho ho! What a laugh) aliens who happen to have crash landed on a strange world of 20-odd levels arranged like floors in a department store. Their objective is (either on their own or together this being a game with a two-player option) to avoid getting knackered by all the crazy inhabitants of the planet and find the bits of their spaceship so they can escape.

▲ Lots of wacky noises, kooky graphics and the two player option make it fun.

▼ Very basic gameplay which is only propped up by all the wacky noises and kooky graphics.

MT RATING: 82%

MT SECRET TECHNIQUE: There are secret islands accessible from level one. To reach both you need to find either Icarus Wings or Rocket Skates or a Float on one of the levels above, then fall down to level one. Activate one of these presents and go either towards the top-right corner where there's an island loaded with presents or to the bottom-left, where there's an island with a hole in the middle. Fall through the hole and you land in level 0 where you can replenish your energy and enjoy a few new sights. Also, when you finish the game, don't follow the yellow brick road as instructed but explore the bottom-right and the very top of the level to find a few extras.

TURRICAN

BY: ACCOLADE
PRICE: £39.99

REVIEWED: PRE-MEGATECH

A platform shoot 'em up with loads of platforms and loads to shoot up... Actually you play a bloke in a robot suit who can pick up a stack of weapons and use them on the malevolent creatures

▲ Loads of powerful weapons which are quite good fun.

▼ The graphics aren't up to much, and the gameplay is frustratingly hard to begin with (touching a baddie for just an instant is enough to drain all your energy) and gets progressively easier!!?

MT RATING: 55%

MT SECRET TECHNIQUE: Go to the options screen and put the arrow on EXIT. Then, pushing down on the D-button press A, B, B, A, B, A, A, B, A, B, A, A. Another options screen should then appear which lets you set various game parameters to infinity and provides a level select. Press START to switch the various cheats on and off.

TWINKLE TALE
BY: WAS
PRICE: IMPORT

REVIEWED: MT 11



It's that old story of the little witch going on a scrolling shoot 'em up adventure against all sorts of creepy beasts who are turning her local Green Belt area into a steaming cesspit of unrefined malevolence. She only knows three monster-killing spells, but she can power them up a couple of times so she gets by.

▲ Nice graphics and it's a really good example of an unusual shoot 'em up.

▼ We'd buy it for a dollar.

MT RATING: 88%

TWO CRUDE DUDES

BY: SEGA

PRICE: £34.99

REVIEWED: MT 5

One or two players can be the crude



dudes, fat punks who have to fight through post-holocaust suburbia looking for the labs where sinister scientists are churning evil mutants out of their test tubes. Cartoony, comedy beat 'em up action is the order of the day, with out two heroes grabbing anything they find (telephone poles, cars, tanks, each other) to club the opposition into submission.

▲ Great graphics and great fun.

▼ Dead easy, though.

MT RATING: 84%

MT SECRET TECHNIQUE: Play a one player game and plug in a second pad. When you start to run out of lives in single player mode, press START on pad two and you'll be able to continue.

U

UNIVERSAL SOLDIER

BY: ACCOLADE

PRICE: £34.99

REVIEWED: MT 12

The hopeless action movie becomes



a hopeless game. Sorry to let the cat out of the bag so soon after you started reading, but this is a pretty poor. It's really just a sequel to the rather grim Turrican and plays in exactly the same way, except that the heroic robot has been replaced by a heroic, lobotomised soldier in a boiler suit. Apart from that it has hardly anything in common with the movie.

▲ Plenty to shoot at and lots of good weapons.

▼ Graphics are tragic, the gameplay has little variety and we completed it within a day of getting it.

MT RATING: 50%

MT SECRET TECHNIQUE: These codes provide invincibility, and make all the hidden bonus blocks visible. For the former input PWRZS at the password screen and to reveal the bonuses use SHBXZ.

CURRENT HIGH SCORE: 1,441,987

(Hard) by James Dudley, Solihull

W

WANI WANI WORLD

BY: KANEKO

PRICE: IMPORT

REVIEWED: MT 4

An update on that old game of Space Panic in which you had to bash holes in platforms to trap monsters, then smash them on the head until they fell through and died. A bit cruel, perhaps, but there you are. This one casts the player or players as cute little dinosaurs who have to dodge around the platforms and ladders, wielding their mallets and picking up bonus points.

▲ Colourful graphics and simple, fun gameplay.

▼ Not a vast amount of variety between levels so it does induce boredom if played in large doses.

MT RATING: 80%

MT SECRET TECHNIQUE: To start the game with 200 lives press reset twice when SEGA appears on the screen. If it's worked you should see question marks on the lives counter.

WARSONG

BY: TRECO

PRICE: IMPORT

REVIEWED: MT 4

A fantasy strategy game in which you have to lead your army of wizards, warriors and assorted mythical beasts into battle in several scenarios with the overall goal of regaining your throne.

▲ Simple controls and fun battle scenes make this enjoyable even for someone who's usually not that keen on this sort of game.

▼ Graphics aren't super-duper.

MT RATING: 85%

WONDER DOG

BY: JVC

PRICE: IMPORT

REVIEWED: MT 12



Wonder Dog has just crash-landed on Earth and has to get back to his home planet of K-Ninus by hopping around platforms and dodging hostile weirdoes on various planets. This is on CD only and will be available officially in the summer.

▲ Great graphics and sound.

▼ There just aren't any really smart or innovative features in the game and it's quite easy to beat.

MT RATING: 82%

different games by choosing to play as Mickey or Donald or both together (in which they have to co-operate).

▼ This is definitely aimed at younger players and is very easy to finish.

MT RATING: 90%

MT SECRET TECHNIQUE: CURRENT HIGH SCORE:

WWF WRESTLEMANIA

BY: FLYING EDGE

PRICE: £39.99

REVIEWED: MT 13

Become your favourite fat wrestler (providing their one of the eight included) and use their own special moves in this game of the phenomenon. Recreates pretty well the in- and out-of-ring shenanigans which make this branch of the sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. ▲ Looks great and successfully gets across the excitement of the 'real' thing.

▼ There are ways to beat all the opponents with one move... but we won't ruin it by telling you what that move is here.

MT RATING: 84%

Z

ZERO WING

BY: SEGA

PRICE: £19.99

REVIEWED: MT 5

Evil space pirates have reneged on a treaty they signed with us Earthlings and have attacked our space cruisers. Only one Zig space fighter escaped the conflagration and you're at the controls, so now you have to pilot your Zig into enemy territory and give them some hot laser death right where they live. ▲ The sprites and backgrounds look really sharp.

▼ There are only three weapon types to play with and the action isn't particularly varied.

MT RATING: 82%

MT SECRET TECHNIQUE: Watch all of the intro screens then start the game and collect all the green power ups and nothing else (not even speed-ups or smart bombs) then when the next green is due to appear the purple mega power-up should come on instead. If it doesn't, change weapons and try it again with the new weapon. Occasionally it doesn't work and you get a 1-UP or a 10-UP instead.

CURRENT HIGH SCORE: 2,584,700 (Easy level) by Craig Wilkins, Delapre



Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters (most of whom seem to have come from Alice in Wonderland) and if they're ever going to get back to their Hollywood penthouses they'll have to get around numerous levels of platforms and other obstacles, helping each other out if your playing with both characters in two player mode.

▲ The best graphics of any Disney game yet and you can play slightly



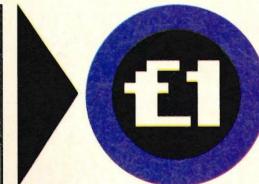
MEGATECH MEGASELL

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Megadrive + SNES games wanted!! Up to £20 paid for best titles. Also I have loads of games to sell/exchange. For a list send SAE's to: Michael Herron, 10 Glebe Gardens, Newtownabbey, Co. Antrim N Ireland BT36 6ED. Or phone Michael: 0232 844473.

Megadrive games. All excellent condition. Flicky £16. Mercs [Jap] £18. Road Rash £24. Rolling Thunder £26. Two Crude Dudes £26. Sonic 2 £27. Mega games 1 £34. Streets of Rage 2 £35. Megatech 1 - 16 plus other mags £40. After 4pm call Kevin: 0245 441307.

SNES Action Pack 2 Joypads American converter and Super Soccer Champ. Over £250

worth 3 months old £200 onto Tel: 0203 662916.

WANTED

Wanted Ecco, WWF, Road Rash 2 and Streets of Rage 2. I will swap phone 0256 851301.

Wanted WWF and Road Rash 2 tel: 0256 851301 after 3.30pm.

Megatech issues 1 - 5 wanted. Reasonable price. Ask for Robert on 0323 843962.

Megadrive UK plus two pads five games. All in excellent working condition £190 O.N.O. Phone Steven 081 657 3716. Wanted: Streets of Rage 2.

Megadrive UK plus two pads eight games. Excellent condition and I'll throw in a convertor. Phone Matt 081 645 0393.

SWAP

I will swap Pit Fighter for the Immortal. You deliver if not within 10 miles of mission tel: 0302 710608.

I will swap my Ecco the Dolphin for Robocod, Quackshot, Sonic 2 or any good game. Phone Geraint Cardiff 0222 758824.

Swap Alien Nations and Sonic 1 for Desert Strike and Shinobi 3 or any other good game tel: 0274 730180.

I will swap Rolo to the Rescue or Lotus for Bulls v Lakers, interested phone Marc on 0929 480881.

Swap Road Rash 2 for Dragons Fury or Ecco or Streets of Rage 2. Phone 0782 6473 after 6pm.

For just £1 you can use this service and write your own ad containing up to 20 words. £2 gets you 40 words.

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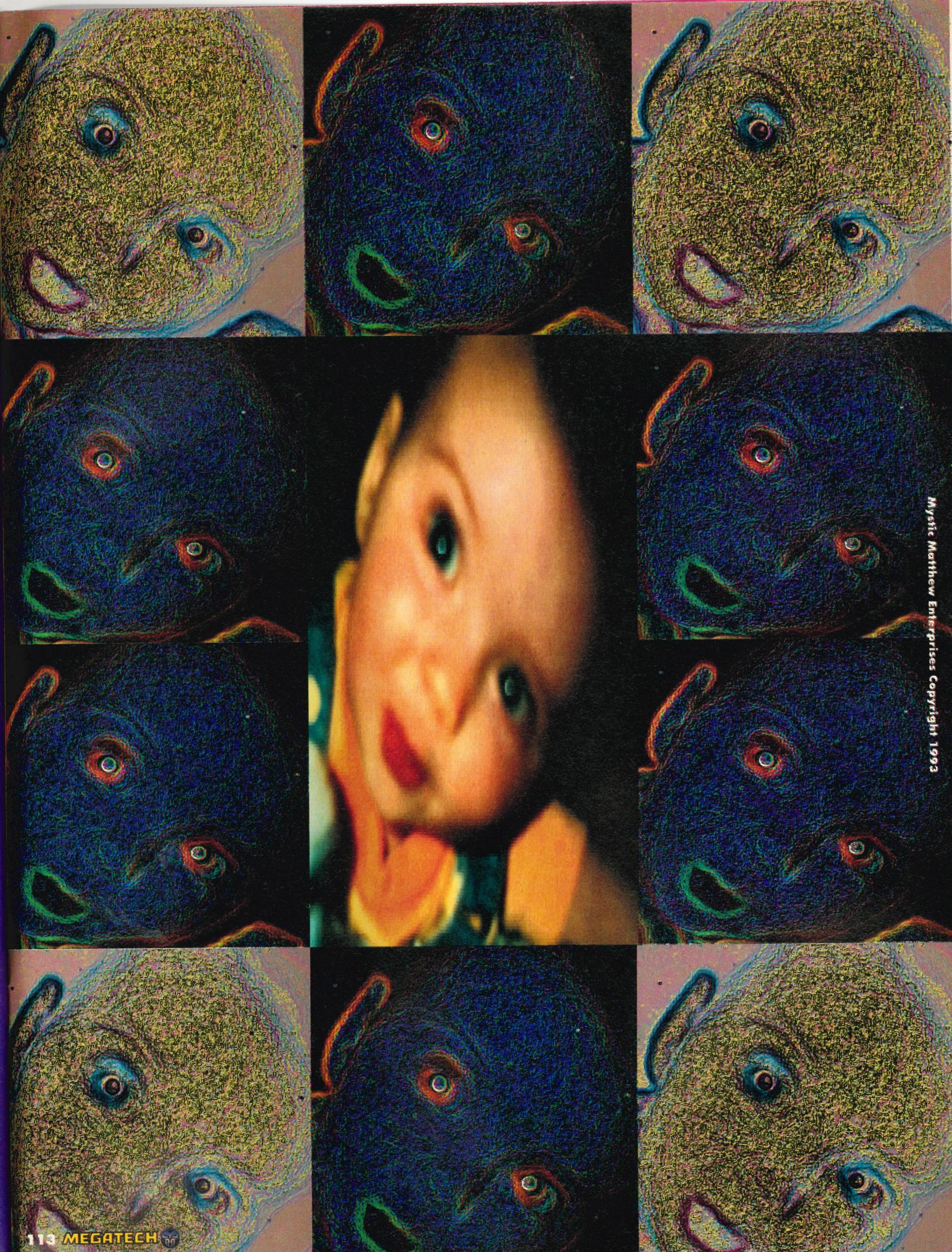
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MegaSell is for private advertisers only.

Anybody sending in a trade advert will not have it published.

It will be ignored, your cheque will not be cashed, and no correspondence will be entered into!



URGENT ANNOUNCEMENT!

Due to the fact that the MegaTech crew have worked so hard and suffered such mental and physical exhaustion to get the first issue of all-new MegaTech out, they've all gone AWOL: Paul has returned to his native Newcastle to find peace of mind, Jeff has jetted to Bangkok to release his pent-up aggression, Tom has taken the spiritual trail to India and Mark is trying to 'find himself' in The King's Head, Berkhamsted.

Only one person can save MegaTech as we know it, by re-uniting the crew from the far-flung corners of the globe – that amazing New Age nappy-wetter...

MYSTIC MATTHEW!

He may look like just an ordinary baby, but with his supernatural powers of telekinesis, Mystic Matthew has the capability to bring the team back together by mental communication... but he needs your help! Matthew will only be able to generate the Psychic Energy necessary to reach them if every MegaTech reader concentrates his/her mental energies towards Matthew as soon as they read this message. So if you want your favourite Megadrive mag to live on, THINK POSITIVE!

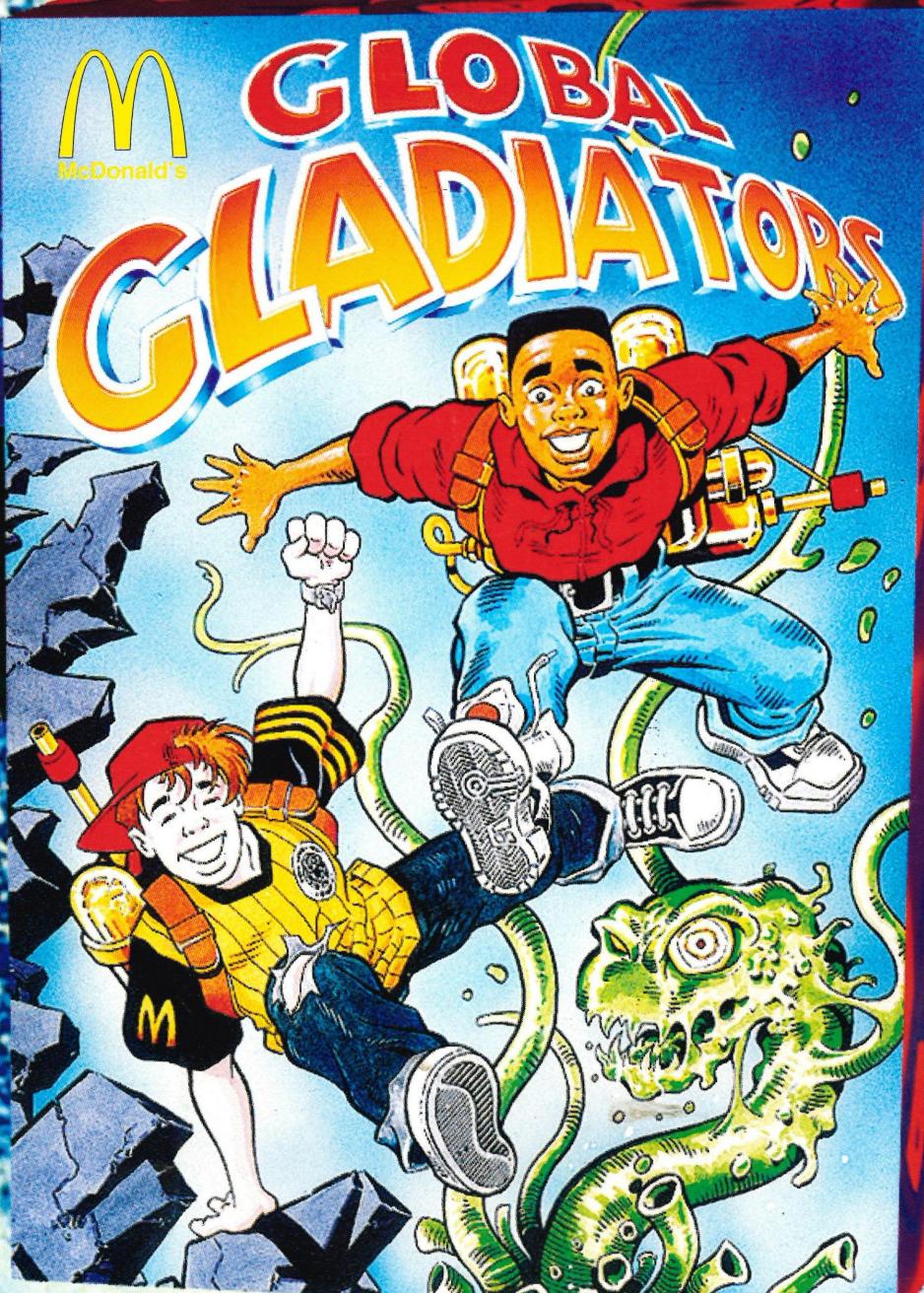
In the meantime, here's what Mystic Matthew's predicts could be in next month's issue (if your mental projections are strong enough to make it work, that is)...

"Phhhhhrrrrrrp... Jungle Strike, Mazin Saga, Doraemon... kitty! Kitty-cat!... Double Clutch, Ball Jacks... bllbbrrrrrruuup... Landstalker, Ex-Ranzer... ooole-babababababa... Dinosaurs For Hire and Puggsy... No wanna go back in cot! Bunnnnyyyyyy... Bunnnnyyyyyy! Freeee gifgifgif... FREEGIFT!!"

Yes indeed, another smart free gift (or two) comes free (hence the term 'Free') with next issue of MegaTech and would you believe it's all still only £1.95?

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OUT THURSDAY, MAY 20
AND STILL ONLY £1.95!**

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